DIGITAL PROJECTION

TITAN sx+-500

High Brightness Digital Video Projector
User Manual

105-947A

Declaration of Conformity

Directives covered by this Declaration

89/336/EEC Electromagnetic Compatibility Directive, amended by **92/31/EEC** and **93/68/EEC**.

73/23/EEC Low Voltage Equipment Directive, amended by **93/68/EEC**.

Products covered by this Declaration

Large screen video projector type *TITAN sx+-500*

Basis on which Conformity is being declared

The products identified above comply with the protection requirements of the above EU directives, and the manufacturer has applied the following standards.

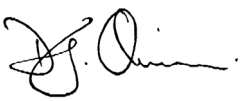
EN 55022:1998 - Limits and Methods of Measurement of Radio Disturbance Characteristics of Information Technology Equipment.

EN 55024:1998 - Limits and Methods of Measurement of Immunity Characteristics of Information Technology Equipment.

EN 55103:1997 - Product family Standard for Audio, Video, Audio-Visual and Entertainment Lighting Control apparatus for Professional Use.

EN 60950:2000 - Specification for Safety of Information Technology Equipment, including Electrical Business equipment.

The technical documentation required to demonstrate that the products meet the requirements of the Low Voltage directive has been compiled by the signatory below and is available for inspection by the relevant enforcement authorities. The CE mark was first applied in June 2006

Signed: 

Authority: D.J. Quinn, Product Development Director

Date: 30 June 2006

Attention!

The attention of the specifier, purchaser, installer, or user is drawn to special measures and limitations to use which must be observed when these products are taken into service to maintain compliance with the above directives. Details of these special measures are available on request, and are also contained in the product manuals.

Important Information

Please read this user manual carefully before using the projector, and keep the manual handy for future reference.

A serial number is located on the side of the projector. Record it here:

Symbols used in this guide

Warnings

ELECTRICAL WARNING: this symbol indicates that there is a danger of electrical shock unless the instructions are closely followed.

WARNING: this symbol indicates that there is a danger of physical injury to yourself and/or damage to the equipment unless the instructions are closely followed.

NOTE: this symbol indicates that there is some important information that you should read.

Trademarks

- IBM is a registered trademark of International Business Machines Corporation.
- Macintosh and PowerBook are registered trademarks of Apple Computer, Inc.
- Other product and company names mentioned in this user's manual may be the trademarks of their respective holders.

Product revision

- Because we at Digital Projection continually strive to improve our products, we may change specifications and designs, and add new features without prior notice. Projectors built prior to this revision of the User Manual may therefore not include all the features described.

Manual revision

Date	Description	Revision
01/06/2006	first release	Rev A

General precautions

Do not open the cabinet. There are no user serviceable parts inside.

Use only the power cable provided.

Ensure that the power outlet includes a Ground connection, as this equipment MUST be earthed.

Take care to prevent small objects such as paper or wire from falling into the projector. If this does happen, switch off immediately, and have the objects removed by authorised service personnel.

Do not expose the projector to rain or moisture, and do not place any liquids on top of the projector.

Unplug before cleaning, and use a damp, not wet, cloth.

Do not touch the power plug with wet hands.

Do not touch the power plug during a thunder storm.

Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.

There are no user-serviceable parts inside the lamp module. The whole module should be replaced.

Take care when removing the lamp module.

NEVER touch the lamp or reflector.

Take care not to touch the glass surface of the lamp module. If you do accidentally touch the glass, it should be cleaned before use. (see section 5. Maintenance.)

Do not use the lamp for more than 1500 hours, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

HID lamps produce high intensity light. Do not look directly at the light coming from the lamp housing, or the lens, or allow items such as magnifying lenses to be placed in the light path. This could result in serious eye damage.

Do not touch the ventilation outlets, as they will become hot in use.

Do not cover or obstruct the ventilation outlets or inlets.

Do not cover the lens whilst the projector is switched on. This could cause a fire

Always allow the projector to cool for 5 minutes before disconnecting the power, moving the projector or changing the lamp.

Never use strong detergents or solvents such as alcohol or thinners to clean the projector and lens.

Notes

Installation precautions

Connect the LAN cable only to a computer LAN connection. Other similar connectors may have a dangerously high voltage source.

The projector must be installed only by suitably qualified personnel, in accordance with local building codes.

The projector should be installed as close to the power outlet as possible.

The power connection should be easily accessible, so that it can be disconnected in an emergency.

Ensure that there is at least 30cm (12in) of space between the ventilation outlets and any wall, and 10cm (4in) on all other sides.

Do not install the projector close to anything that might be affected by its operational heat, for instance, polystyrene ceiling tiles, curtains etc.

The projector weighs approximately 25kg (55lbs). Use safe handling techniques when lifting the projector.

When stacking projectors, the stack MUST be vertical, to ensure that the stresses are distributed to all frame couplings.

Before installation, make sure that the surface, ceiling or rigging that is to support the projector is capable of supporting the combined weight of the projector and lens (see specification for exact weights)**.**

Separate backup safety chains or wires should always be used for each projector.

Do not place heavy objects on top of the projector chassis. Only the rigging frame is capable of withstanding the weight of another projector.

Do not stack more than 3 projectors.

Do not drop or jarr the projector.

Place the projector in a dry area away from sources of dust, moisture, steam, smoke, sunlight or heat.

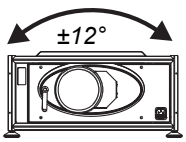
Do not tilt the projector more than ±12° from side to side when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement. The projector my be tilted forwards and backwards as necessary.

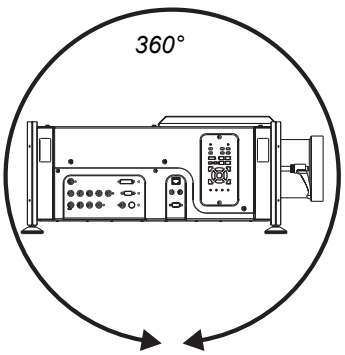
Operation and configuration precautions

Do not make changes to the networking configuration unless you understand what you are doing, or have taken advice from your Network Manager. If you make a mistake, it is possible that you will lose contact with the projector. Always double-check your settings before pressing the APPLY button. Always keep a written note of the original settings, and any changes you have made.

Software update should NOT be carried out except by, or with the supervision of, Digital Projection Service personnel.

Notes





Compliance with international standards

Noise

GSGV Acoustic Noise Information Ordinance

The sound pressure level is less than 70 dB (A) according to ISO 3744 or ISO 7779.

RF Interference

FCC

The Federal Communications Commission does not allow any modifications or changes to the unit EXCEPT those specified by Digital Projection in this manual. Failure to comply with this government regulation could void your right to operate this equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment contains an FCC approved RF transmitter module with FCC ID: R68WIPORT.

European Waste Electrical and Electronic Equipment (WEEE) Directive

Digital Projection Ltd is fully committed to minimising Waste Electrical and Electronic Equipment. Our products are designed with reuse, recycling and recovery of all components in mind. To this end, at end of life, your projector may be returned to Digital Projection Ltd or its agent so that the environmental impact can be minimised.

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What's in the box?

- Make sure your box contains everything listed. If any pieces are missing, contact your dealer.
- You should save the original box and packing materials, in case you ever need to ship your Projector.

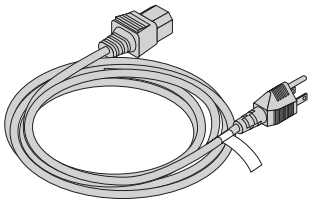
Projector
(105-925)

Notes

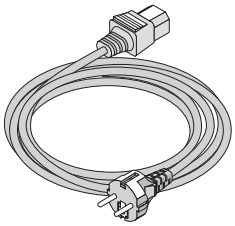
Lenses are optional. Order lenses from your Digital Projection dealer.

For more detailed information about lenses, see **Choosing a lens,** *in* **Section 2. Installation**.

Only one power cable - dependent on the destination territory - will be supplied with the projector.



Power cable 10A
Europe
(102-163)



Power cable 13A
North America
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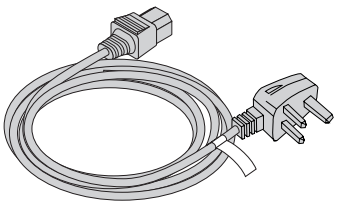

Power cable 10A
United Kingdom
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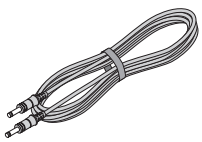
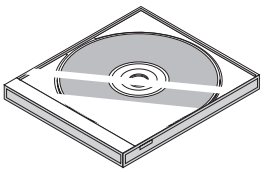
Remote control
(105-023)

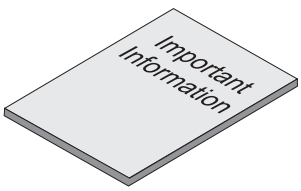
4x AAA batteries
(105-922)



Remote cable 5m
(102-162)



User manual
(105-923)



Important Information
(105-924)

Key features of the projector

Congratulations on your purchase of the Digital Projection Titan sx+-500 projector.

Digital Projection International, Texas Instruments' first DLP™ partner and the original innovator of the 3-chip DLP™ projector, proudly introduces the Titan sx+-500. Incredibly bright, high resolution and high in contrast, the Titan sx+-500 offers a radically new electronics configuration ideally suited for the staging and large-venue permanent installation markets.

The Titan sx+-500 harnesses the power of the Texas Instruments' 1400 x 1050 pixel HPO DMD's™. Along side the LIGHTNING and HIGHlite Pro, the Titan sx+-500 is to set new standards for Staging in the 6000 Lumen class of projector and destined to be the first choice of professionals who stage prestigious events such as the Grammy® Awards and the Oscars®. With a contrast of 1600:1 and awe-inspiring lumen capability, the Titan sx+-500 is unmatched for applications as diverse as world class staged events, commercial entertainment, major outdoor venues, large-scale simulation, gaming and houses of worship.

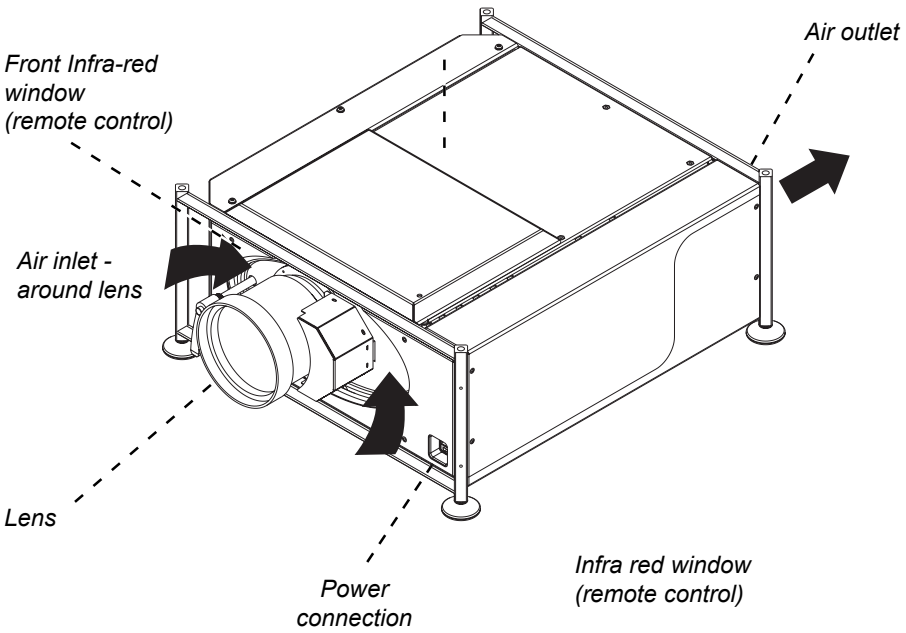
Key Features

- High resolution, large venue projector
- Applications: Large Screen; Fixed install and Rental
- 6,000 ANSI lumens ±10%
- Contrast 1600:1 ±10%
- 1400 x 1050 resolution
- Precision mechanical design ensuring maximum amount of light from lamp housing reaches optics, without any operator adjustment
- 1kW single phase, 100-230VAC
- Compact size, light weight - 25kg
- Motorised lens mount
- Optional Rigging frame with Quick-lock stack system
- Ruggedised robust metal case
- Floating chassis - 3 point pitch & roll adjustment for accurate alignment
- LAN & RS232 connection for network operation
- Seven selectable Digital and Analogue Video inputs for display of the latest as well as legacy video standards.
- DVI, SD and HD SDI, RGBHV, Component, S-Video, Composite all as standard
- Wi-fi connection wireless remote control
- IR/cable remote control for easy setup
- Browser host for LAN operation

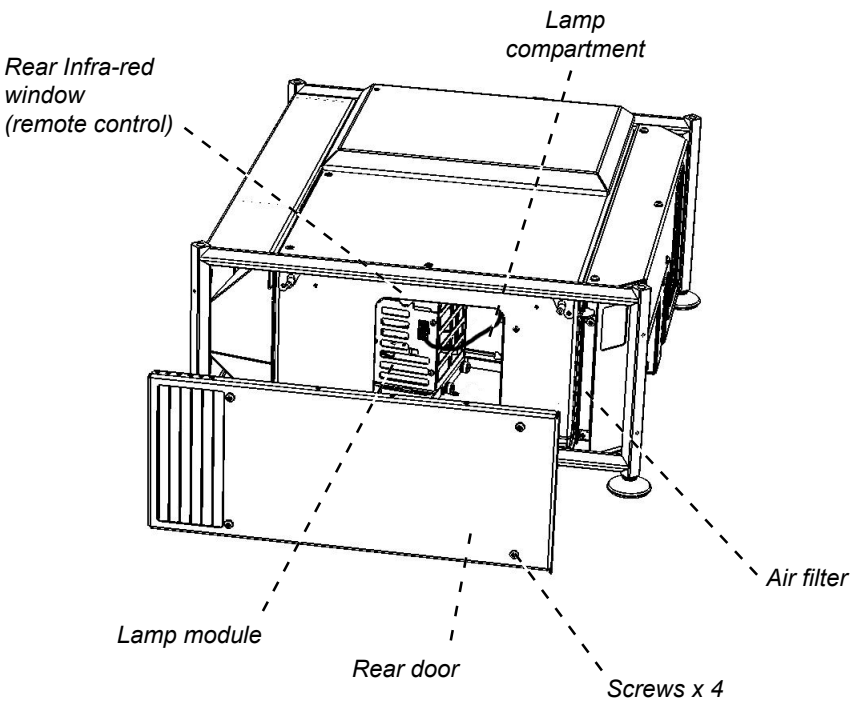
Notes

Getting to know the projector

Front panel, – lens and power



Rear panel – lamp and air filter

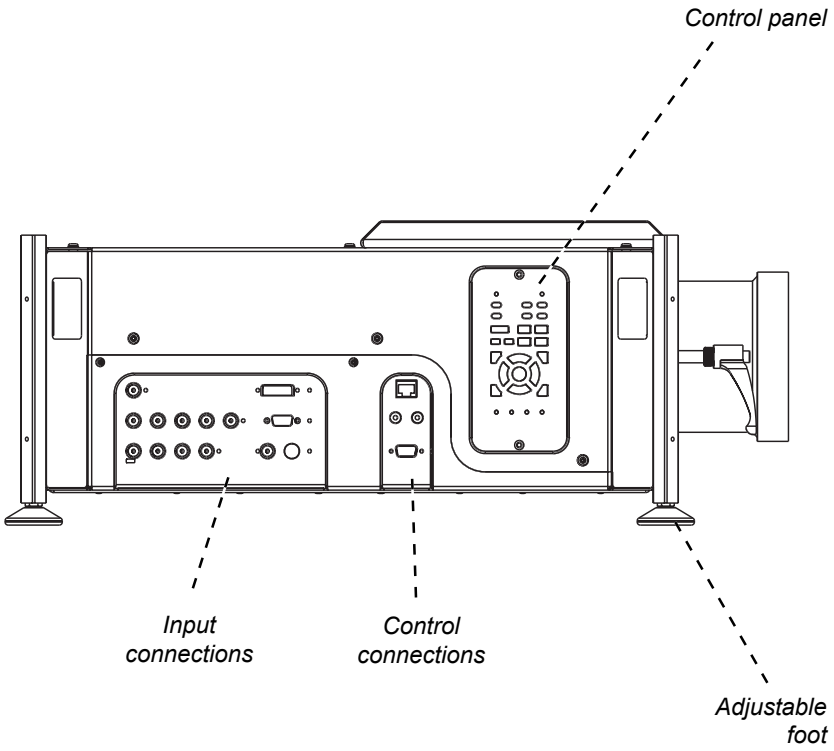


Notes

For more detailed information about lenses, see **section 2. Installation**

For information about how to change the lamp or the filter, see ***section*** **6. Maintenance**.

Side panel – connection and control



Notes

For information about how to connect the projector, see **Connecting the projector** *in section* **2. Installation**, *and* ***Connections*** *in section* ***7. Appendix***.

For information about how to use the control panel, see section **4. Controlling the projector**.

For information about how to mount and stack projectors, see section **2. Installation**.

2. Installation

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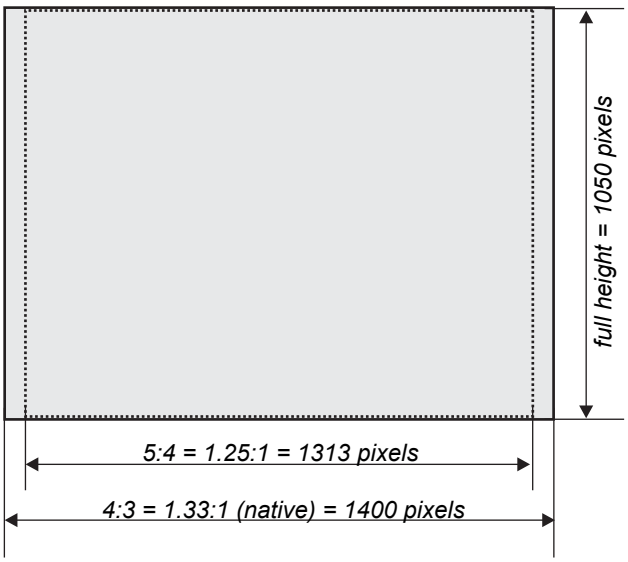
Screen requirements

Aspect ratio

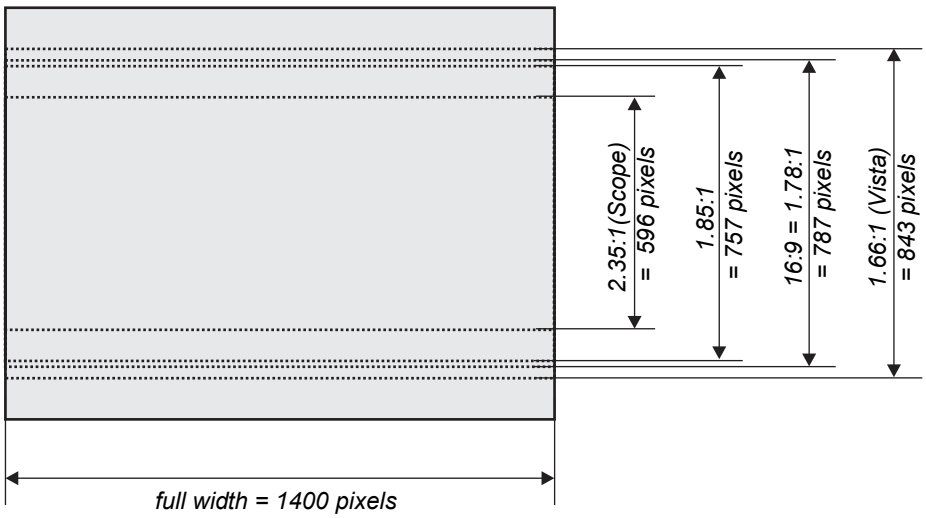
Fitting the image to the DMD

If the source image supplied to the projector is smaller than 1400 x 1050 pixels, then the image will not fill the DMD. The following example shows how a number of common formats may be displayed.

Images displayed full height



Images displayed full width



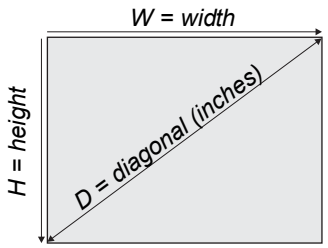
Notes

The images are shown here scaled automatically by the projector.

The image may be scaled differently if the Aspect Ratio is set differently in the Picture or Geometry menus.

Diagonal screen sizes

Screen sizes are sometimes specified by their diagonal size (D) in inches. When dealing with large screens and projection distances at different aspect ratios, it is more convenient to measure screen width (W) and height (H).



The example calculations below show how to convert diagonal sizes in inches into width and height, at various aspect ratios.

2.35:1 (Scope)
W = D x 0.92in (D x .023m) ***H*** = D x 0.39in (D x .01m)

1.85:1
W = D x 0.88in (D x .022m) ***H*** = D x 0.47in (D x .012m)

16:9 = 1.78:1
W = D x 0.87in (D x .022m) ***H*** = D x 0.49in (D x .0125m)

1.66:1 (Vista)
W = D x 0.86in (D x .022m) ***H*** = D x 0.52in (D x .013m)

4:3 = 1.33:1 (native aspect ratio)
W = D x 0.8in (D x .02m) ***H*** = D x 0.6in (D x .015m)

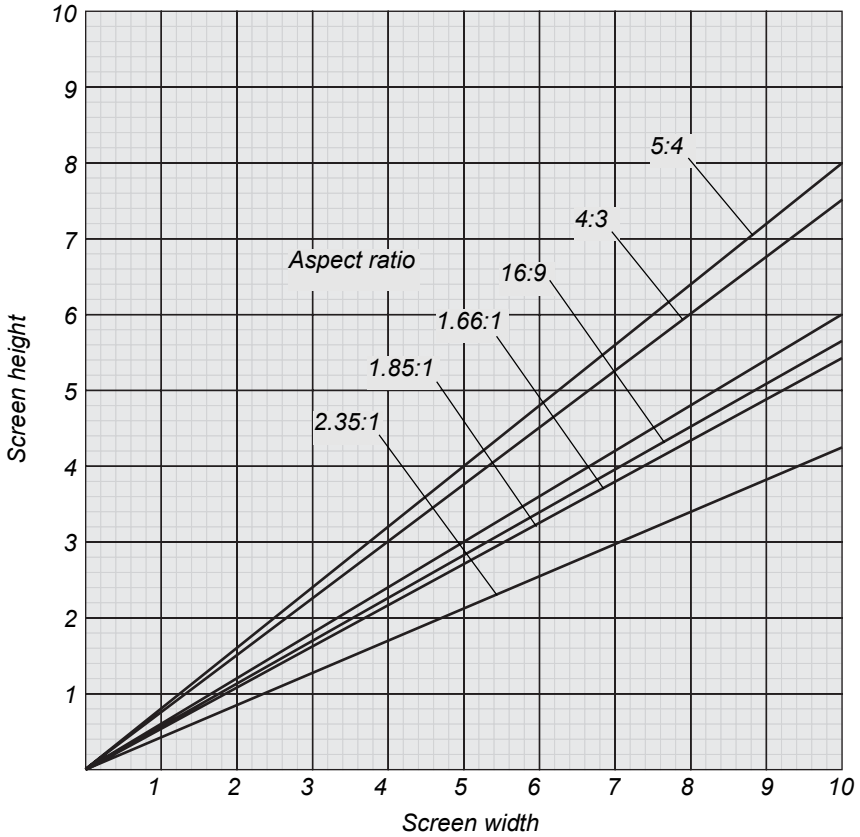
5:4 = 1.25:1
W = D x 0.78in (D x .02m) ***H*** = D x 0.625in (D x .016m)

Notes

Fitting the image to the screen

It is important that your screen is of sufficient height and width to display images at all the aspect ratios you are planning to use.

Use the conversion chart, or the sample calculations below to check that you are able to display the full image on your screen. If you have insufficient height or width, you will have to reduce the overall image size in order to display the full image on your screen.



2.35:1 (Scope)
W = H x 2.35 ***H*** = W x 0.426

1.85:1
W = H x 1.85 ***H*** = W x 0.54

16:9 = 1.78:1
W = H x 1.78 ***H*** = W x 0.56

1.66:1 (Vista)
W = H x 1.66 ***H*** = W x 0.6

4:3 = 1.33:1 (native aspect ratio)
W = H x 1.33 ***H*** = W x 0.75

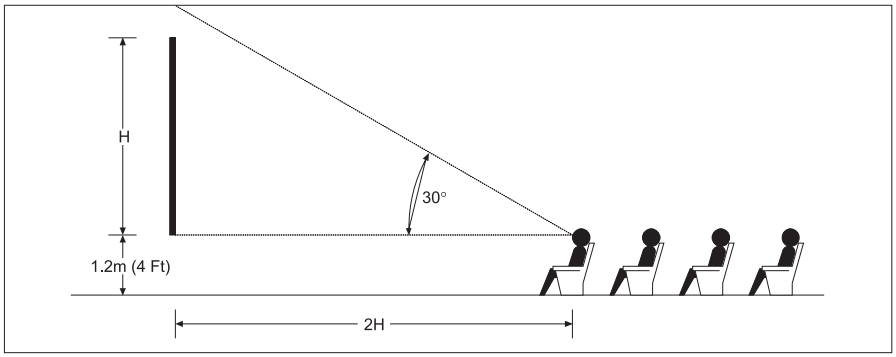
5:4 = 1.25:1
W = H x 1.25 ***H*** = W x 0.8

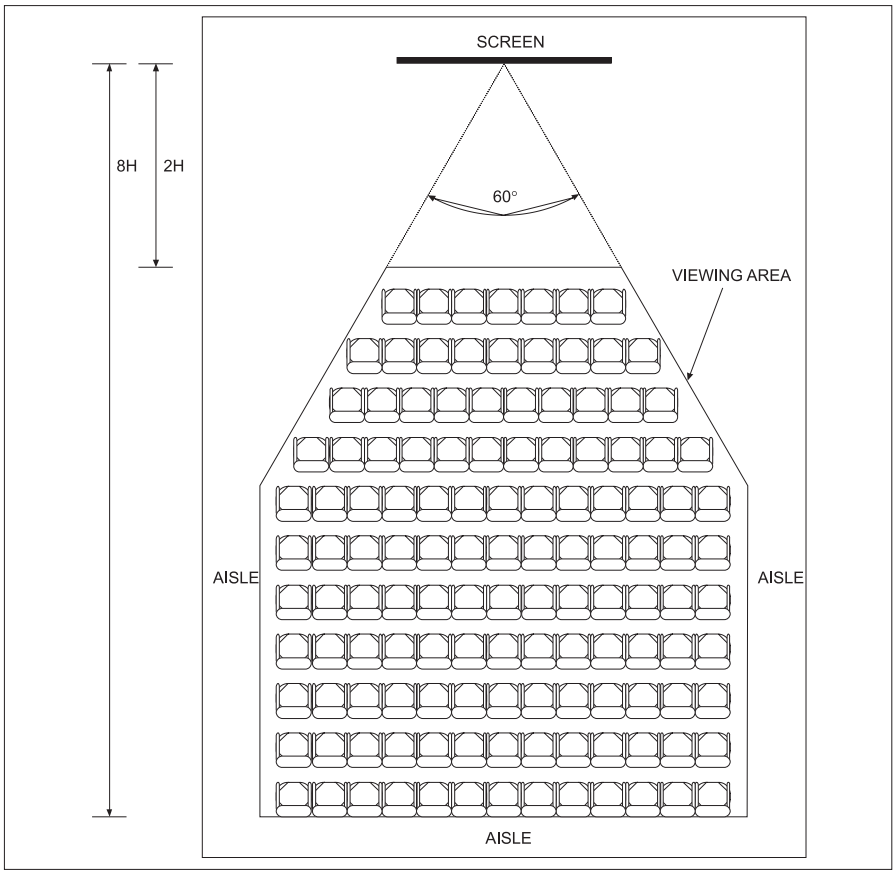
Notes

Positioning the screen and projector

For optimum viewing, the screen should be a flat surface perpendicular to the floor. The bottom of the screen should be 1.2m (4 feet) above the floor and the front row of the audience should not have to look up more than 30° to see the top of the screen.

The distance between the front row of the audience and the screen should be at least twice the screen height and the distance between the back row and the screen should be a maximum of 8 times the screen height. The screen viewing area should be within a 60° range from the face of the screen.





Notes

The projector should be installed as close to the power outlet as possible.

The power connection should be easily accessible, so that it can be disconnected in an emergency.

Ensure that there is at least 30cm (12in) of space between the ventilation outlets and any wall, and 10cm (4in) on all other sides.

Do not install the projector close to anything that might be affected by its operational heat, for instance, polystyrene ceiling tiles, curtains etc.

The image can be flipped for rear projection (see ***section* 4. Using the menus**, **Image menu***) and displayed without the need for extra mirrors or equipment.*

However, you must ensure that there is sufficient distance behind the screen for the projector to be correctly located.

Rear installation is generally more complicated and advice should be sought from your local dealer before attempting it.

Choosing a lens

A number of lenses are available for use with the projector. Which lens you choose will depend on the screen size, image aspect ratio and projection distance.

If you are simply connecting the output of a camera or computer directly to the projector, then the image size (in pixels) may well be fixed. If, however, you are using commercially available image processing equipment, such as the Digital Projection MMS 1000 or VIP1000, you may be able to resize the image to fit the DMD.

If the image does not fill the full width of the DMD, this effectively increases the throw ratio of the lens. This can be corrected for by applying a Throw ratio factor.

Method one: using the lens chart

For the screen sizes listed below, use the charts on the following page, to choose the most suitable lens.

any full width image, including:

4:3 = 1.33:1	1400 x 1050 pixels (native resolution)
1.66:1 (Vista)	1400 x 843 pixels
16:9 = 1.78:1	1400 x 788 pixels
1.85:1	1400 x 757 pixels
2.35:1 (Scope)	1400 x 596 pixels

full height image

A Throw ratio factor (TRF) of 1.07 would need to be applied, for the charts to be correct for the following image (multipy the required screen width by 1.07 before consulting the charts):

5:4 = 1.25:1 1313 x 1050 pixels

Method two: by calculation

See the calculations, on the page immediately following the lens chart.

Notes

For more information about Throw ratio factor (TRF), see **Useful lens calculations***, later in this section.*

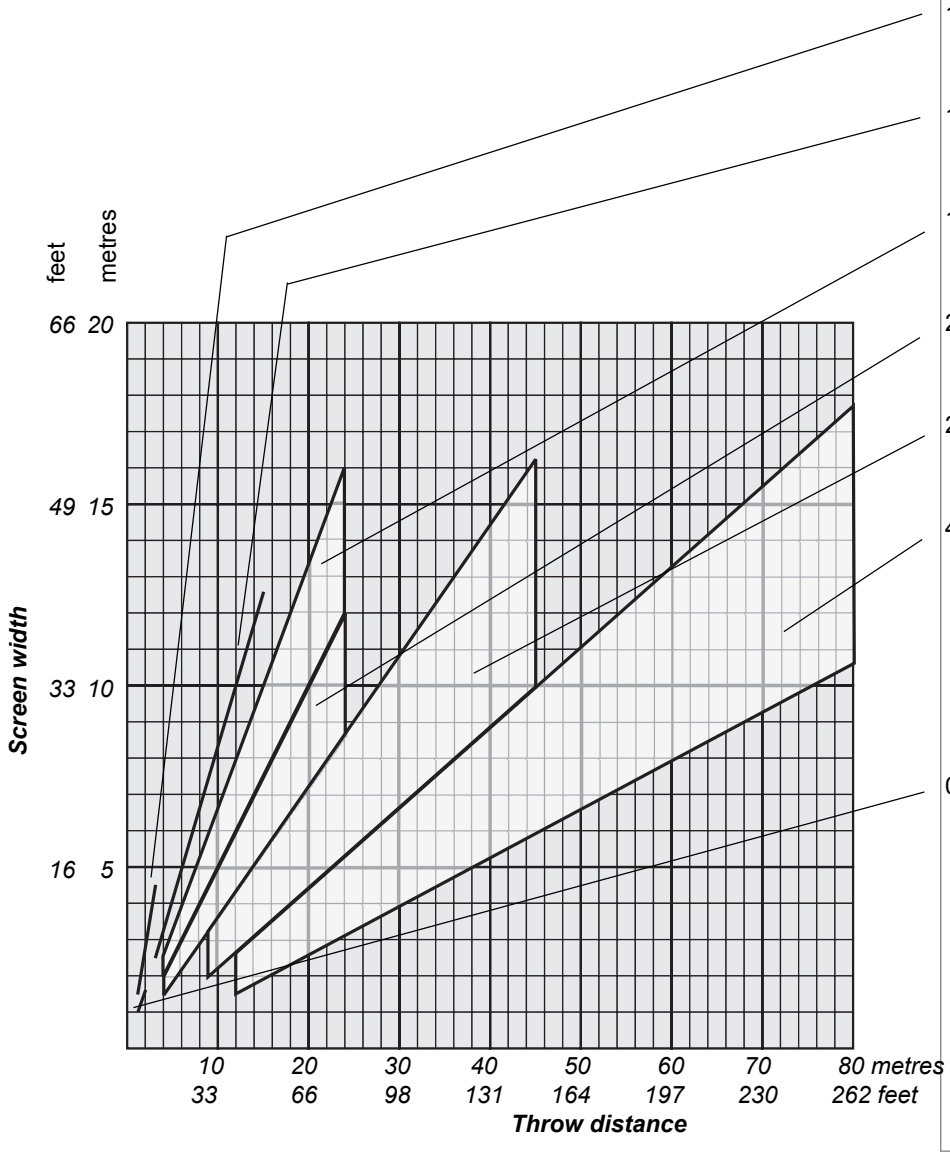
Lens chart

Use the chart below to choose which lens best suits your application.

example

- *For a screen width of 12m at a distance of 35m, the 2.77 - 4.51: 1 zoom lens would be best suited.*
- *For the same screen size at a distance of 60m, the 4.51 - 7.53: 1 zoom lens would be best suited.*

if you need to be more precise, then use the calculations on the page immediately following the lens charts.



Notes

For a 5:4 full height image, measuring 1313 x 1050 pixels:

A Throw ratio factor (TRF) of 1.07 would need to be applied for the chart to be correct.

(ie: multiply the required screen width by 1.07 before consulting the chart)

The lenses available and their part numbers are listed below:

1.2 : 1 (1.2 - 2.0m) fixed lens	105-609
1.2 : 1 (3 - 15m) fixed lens	105-608
1.5 - 2.02 : 1 zoom lens	105-610
2.02 - 2.77 : 1 zoom lens	105-611
2.77 - 4.51 : 1 zoom lens	105-612
4.51 - 7.53 : 1 zoom lens	105-613
0.73 : 1 fixed lens	105-607

Method two: Choosing a lens by calculation

For any screen size not listed above, or if you need to be more precise, then use the calculations below.

- Identify actual width of the image in pixels.
- Calculate the Throw Ratio Factor: $TRF = \frac{\text{DMD width (1400)}}{\text{Image width in pixels}}$
- Identify the screen width required.
- Identify the throw distance required.

  Throw distance calculations are based on the distance from the outer end of the lens, which will vary from lens to lens. Once a lens has been chosen, the figures can be checked using the more accurate figures given on the next page.
- Calculate the throw ratio required. $\text{Throw ratio} = \frac{\text{Throw distance}}{\text{Screen width x TRF}}$
- Choose a lens with the required throw ratio from the list to the right.
- Check from the lens charts or the specification, that the lens chosen has a sufficient throw range.

example

- An image, 1024 x 768 pixels, screen width 6.5m, throw distance 18m from the outer end of the lens.
- Throw Ratio Factor (TRF) = $\frac{1400}{1024} = 1.37$
- Throw ratio required = $\frac{18}{6.5 \times 1.37} = 2.02$
- Choose the **2.0 - 2.77 zoom lens** (105-611)

Notes

The Throw ratio for a particular lens is fixed, but assumes that the image fills the width of the DMD.

For images that do not fill the width of the DMD, the Throw ratio is effectively increased. To correct for this in these calculations, a Throw Ratio Factor (TRF) is used.

The lenses available and their part numbers are listed below:

0.73 : 1 fixed lens
105-607

1.2 : 1 (3 - 15m) fixed lens	105-608
1.2 : 1 (1.2 - 2.0m) fixed lens	105-609
1.5 - 2.02 : 1 zoom lens	105-610
2.02 - 2.77 : 1 zoom lens	105-611
2.77 - 4.51 : 1 zoom lens	105-612
4.51 - 7.53 : 1 zoom lens	105-613

Useful lens calculations

The following lens calculations may be useful:

Throw ratio = $\frac{\text{Throw distance}}{\text{Screen width}}$

Throw ratio factor (TRF) = $\frac{\text{DMD width in pixels}}{\text{image width in pixels}} = \frac{1400}{\text{image width in pixels}}$

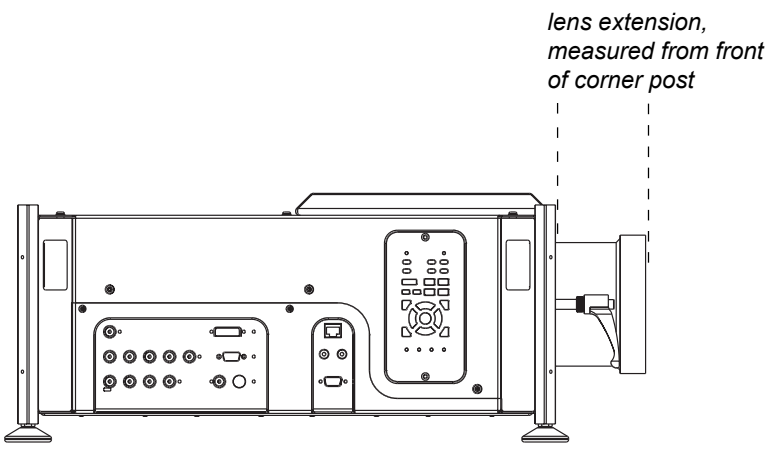
Therefore:

Screen width = $\frac{\text{Throw distance (from outer end of lens)}}{\text{Throw ratio x TRF}}$

Throw distance = Screen width x Throw ratio x TRF

The throw distance calculated above is to the outer end of the lens. For each lens, the nominal distance between the front of the projector and the outer end of the lens (lens extension) will be as listed below:

		lens extension
0.73 : 1 fixed lens	105-607	204mm (8.0in)
1.2 : 1 (3 - 15m) fixed lens	105-608	268mm (10.6in)
1.2 : 1 (1.2 - 2.0m) fixed lens	105-609	268mm (10.6in)
1.5 - 2.02 : 1 zoom lens	105-610	194mm (7.6in)
2.02 - 2.77 : 1 zoom lens	105-611	159mm (6.2in)
2.77 - 4.51 : 1 zoom lens	105-612	152mm (6.0in)
4.51 - 7.53 : 1 zoom lens	105-613	118mm (4.7in)



Notes

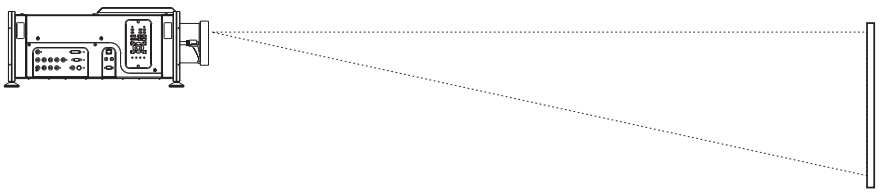
The Throw ratio for a particular lens is fixed, but assumes that the image fills the width of the DMD.

For images that do not fill the width of the DMD, the Throw ratio is effectively increased. To correct for this in these calculations, a Throw Ratio Factor (TRF) is used.

Lens extension is measured when the lens is focussed at infinity, and fully extended. At other focus settings, the extension could be up to 10mm less

Shifting the image

The normal position for the projector is at the centre of the screen. However, you can set the projector above or below the centre, or to one side, and adjust the image using the **Lens shift** feature to maintain a geometrically correct image.



- Any single adjustment outside the ranges specified below may result in an unacceptable level of distortion, paricularly at the corners of the image, due to the image passing through the periphery of the lens optics.
- If the lens is to be shifted in two directions combined, the maximum range without distortion will be somewhat less, as can be seen in the diagrams to the right.

The maximum range available with no distortion is dependent on which lens is used. The tables below show the maximum range for images that fill the DMD. For images which do not use the full height or width, extra shift will be possible, up to the limit of the lens mount movement.

0.73 : 1 fixed lens 105-607

vertical (pixels)	*horizontal (pixels)*	*vertical (vs DMD height)*	*horizontal (vs DMD width)*
± 120	*± 95*	*± 0.11H*	*± 0.068W*

1.21 : 1 fixed lenses 105-608 and 105-609
zoom lenses 105-610 to 105-613

vertical (pixels)	*horizontal (pixels)*	*vertical (vs DMD height)*	*horizontal (vs DMD width)*
± 525	*± 450*	*± 0.5H*	*± 0.32W*

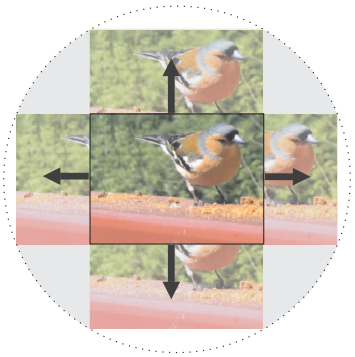
It is physically possible to shift the lens further than this, up to the number of pixels shown in the diagram to the right. However:

- There will be some distortion of the image beyond the ranges specified above.
- Due to continuing product development, these figures may vary by ±25 pixels.

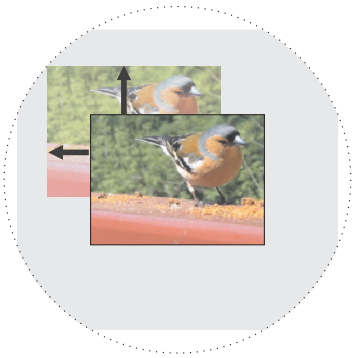
Notes

*For more information on using the Lens shift feature, see **section 4. Using the menus, Lens menu**.*

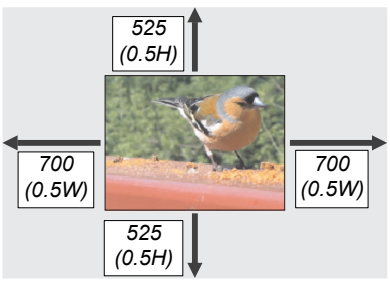
If the lens is to be shifted in two directions combined, the maximum range is somewhat less, as can be seen below.



full horizontal and vertical shift without distortion



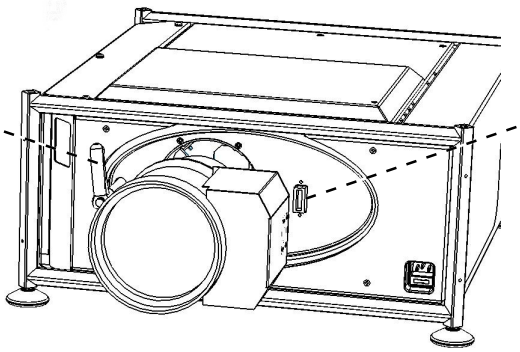
combined shift without distortion is reduced

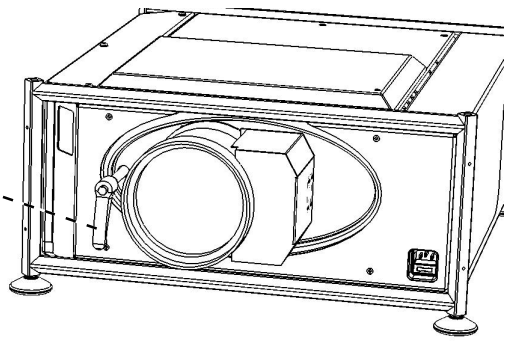


total lens mount shift available

Fitting the lens

- Turn the lens release lever anti-clockwise so that it is pointing upwards, to open the lock.
- Remove the rear lens cap from the lens.
- Insert the lens into the lens aperture, making sure that the plug on the drive mechanism engages with the socket on the front of the projector.
- Turn the lens release lever clockwise to lock the lens in place. When the lock is fully closed, the lever should feel loose.





Notes

Make sure the rear lens cap is removed, before fitting the lens.

Be careful not to scratch the lens surfaces. If you do accidentally touch a lens, then clean the surface using a lens paper.

The lens release lever should always be set to the locked position to prevent the lens from falling out.

Mounting the projector

The projector is designed to be used on a flat surface, but the optional rigging frame will allow it to be suspended from a lighting truss. The four adjustable feet under the chassis allow the projector to be lowered onto a flat surface without any danger of hands being trapped between the bottom frame and the surface.

Centre of Gravity markers on the top and sides of the projector can be used as a positioning aid when carrying or suspending the projector.

Levelling

Chassis adjustment

If the projector is to be operated from a flat surface such as a projector table, then adjustment of projector level should be made by turning the four feet under the chassis.

Rigging frame

Adjustment to be confirmed.

Notes

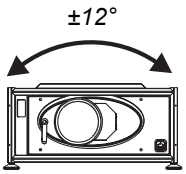
BEFORE INSTALLING THE PROJECTOR, READ ALL THE WARNINGS BELOW AND ALL THOSE IN *IMPORTANT INFORMATION* AT THE FRONT OF THIS MANUAL.

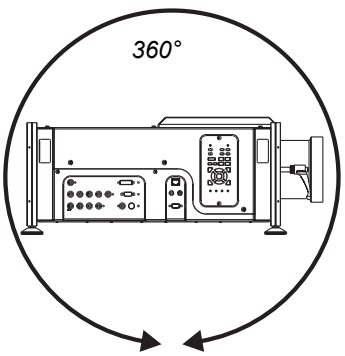
The projector weighs approximately 25kg (55lbs). Use safe handling techniques when lifting the projector.

Make sure that the surface, ceiling or rigging that is to support the projector is capable of supporting the combined weight of the projector and lens (see specification for weights)**.**

Backup safety chains or wires should always be used.

Do not tilt the projector more than ±12° from side to side when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement. The projector my be tilted forwards and backwards as necessary.





Stacking projectors

The rigging frame is capable of supporting the weight of up to two other projectors, using the built-in frame couplings. The projectors can be stacked on top of each other, or suspended below each other.

- Stacking instructions to be confirmed.
- Align the images from the projectors, following the instructions in **section 3. Getting started**, **Adjusting the projected image**.

Notes

When stacking projectors, the stack MUST be vertical, to ensure that the stresses are distributed to all frame couplings.

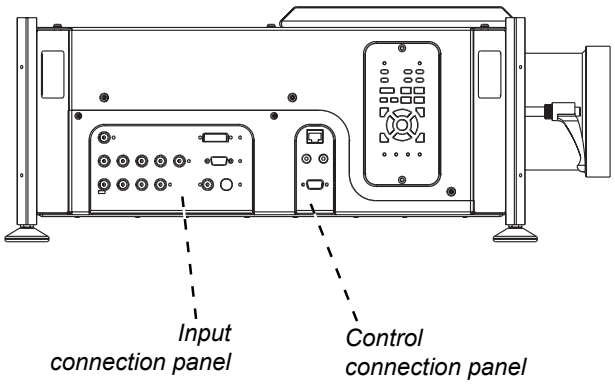
Make sure that the surface, ceiling or rigging that is to support the projector is capable of supporting the combined weight of all the projectors and lenses (see specification for weights)**.**

Do not place heavy objects on top of the projector chassis. Only the chassis corners and the rigging frame are capable of withstanding the weight of another projector.

Do not try to stack more than 3 projectors.

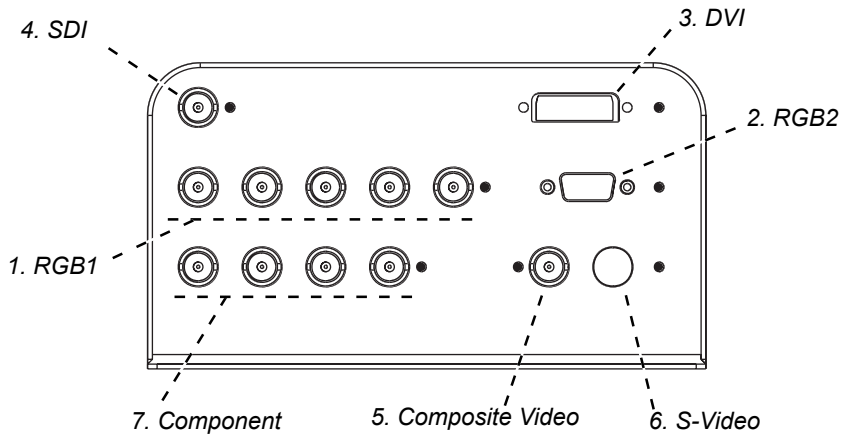
Separate backup safety chains or wires should always be used for each projector.

Connecting the projector



Signal Inputs

The following inputs are available:



EDID handshaking on the DVI input

If you are using a computer DVI card or other DVI source that obeys the EDID handshaking protocol, then the card or source will automatically configure itself to suit the projector.

If not, then you should refer to the documentation supplied with the DVI source to manually set the resolution to 1400 x 1050 or the nearest suitable setting. Switch off the DVI source, connect to the projector, then switch the source back on again.

Notes

For more information on selecting an input source, see **section 4. Overview, Using the control keys**, *and* **Using the menus**.

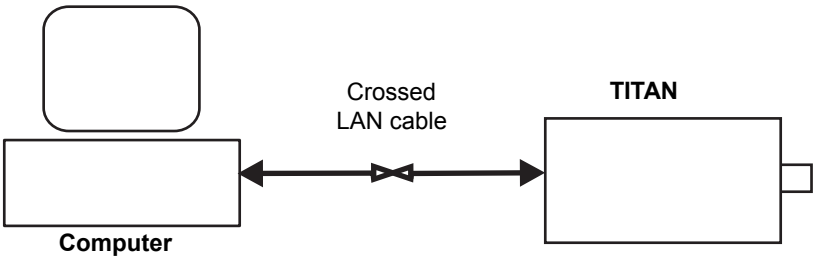
For more information about pin connections and control codes see **section 6. Appendix.**

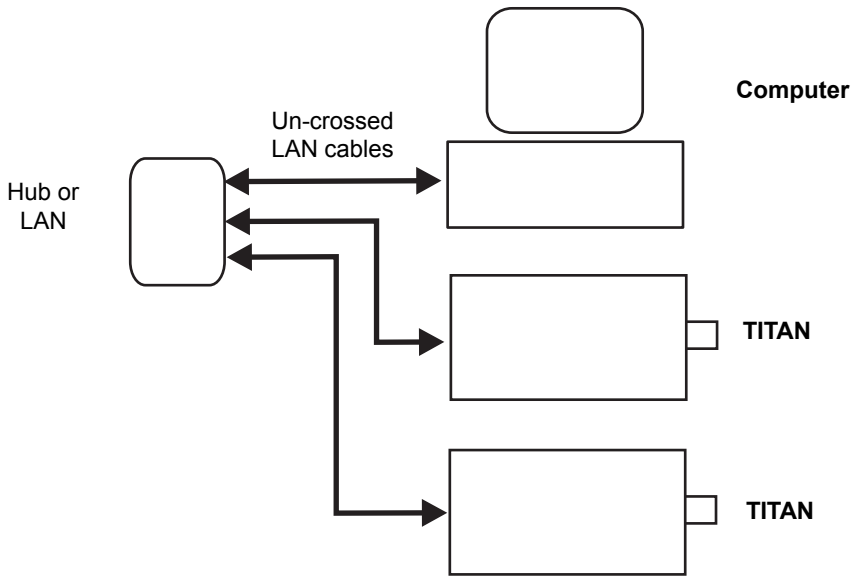
For more information on input modes see **section 4. Overview**.

Control connection examples

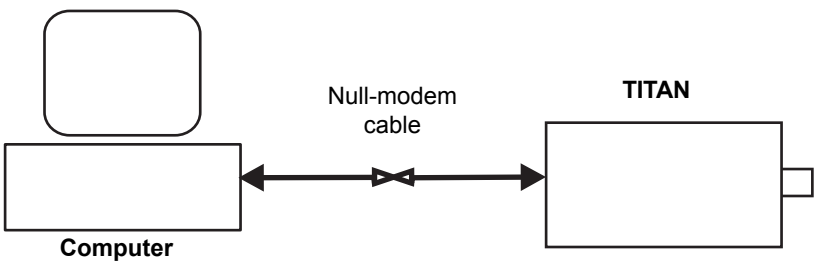
LAN connection

All of the projector's features can be controlled via a LAN connection, using a standard internet browser package such as Internet Explorer.





RS232 connection



Notes

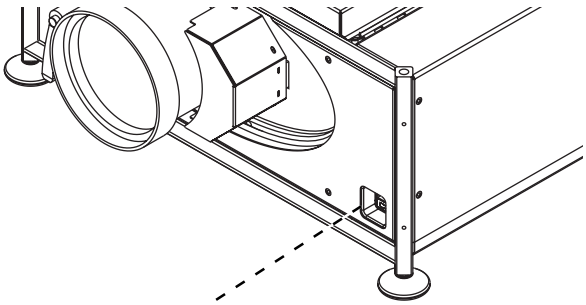
For more information about pin connections and control codes see **section 6. Appendix.**

For more information about using a browser to control the projector see **section 4. Using the menus**.

Power connection

When mains power is applied, the projector will go into Standby mode.

The Power indicator on the control panel will show amber until the **POWER** (ON) on the remote control or the keypad, is pressed.



Power connection

Notes

Use only the power cable provided.

Ensure that the power outlet includes a Ground connection, as this equipment MUST be earthed.

Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.

3. Getting started

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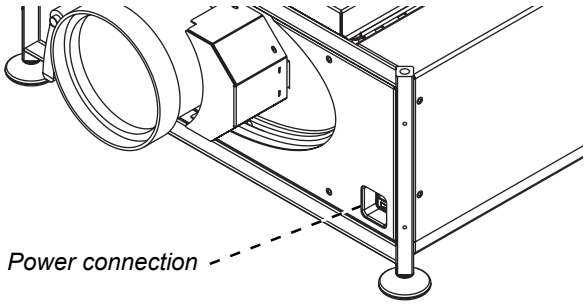
Switching the power on

- Connect the power cable between the mains supply and the projector.



- Press **POWER** (ON) on the remote control or the keypad, and hold for 3 seconds to switch the power ON.

Selecting an input or test pattern

Input

- Press (INPUT +) or (– INPUT) to change to the next input up or down the following list:

  1. RGB1
  2. RGB2
  3. DVI
  4. SDI
  5. Composite Video
  6. S-Video
  7. Component

- Or press the numbered keys **1–7** to change directly to the input:

(1 RGB1) (2 RGB2) (3 DVI)

(4 SDI) (5 VID) (6 SVID)

(7 COM)

If you have no video source connected to the projector, then you can display a test pattern as follows:

- Press (TEST) on the remote control or keypad, to select a test pattern.

Notes

For more information about connecting the power cable, see **Power Connections***, in* **Section 2. Installation***.*

For more detailed information about:

- using the control keys on the remote control or keypad,

- using the menus,

see the next section: ***Controlling the projector****.*

Adjusting the lens

Focus

- Press FOCUS followed by ▲ and ▼ to adjust the focus.

Zoom

- Press ZOOM followed by ▲ and ▼ to adjust the zoom.

Shift

- Press SHIFT followed by ▲, ▼, ◀ or ▶ to shift the lens up, down, left or right.

Notes

For more detailed information about:

- using the control keys on the remote control or keypad,

- using the menus,

see the next section: ***Controlling the projector****.*

When any of the three Lens adjustment keys is pressed, the blue Transmit indicator will light for 10 seconds:

- after 10 seconds, if no adjustment has been made, the indicator will go out and the Lens adjustment key must be pressed again to resume adjustment.

- to end the adjustment before 10 seconds has elapsed, press a different Lens adjustment key, or press the Exit key.

- all other adjustments will be locked out until the Lens adjustment is ended.

Adjusting the projected image

Picture settings

- Press a ◯ key, followed by ◀ and ▶ to adjust these picture settings:

Brightness	◯ **BRI**	
Contrast	◯ **CON**	
Saturation	◯ **SAT**	*(available only in NTSC mode)*
Phase	◯ **PHASE**	*(available only for RGB inputs)*
Aspect ratio	◯ **ASPECT**	

Geometry settings

- Press Keystone ◯ **KEYST**

  followed by ▲ and ▼ to adjust the keystone correction.

- Press Position ◯ **POS**

  followed by ◀, ▶, ▲ and ▼ to adjust the picture position, for images smaller than the DMD.

Switching the power off

- Press **POWER** (OFF) on the remote control or keypad, and hold for 3 seconds, to switch the power OFF.

Notes

For more detailed information about:

- using the control keys on the remote control or keypad,

- using the menus,

see the next section: ***Controlling the projector****.*

For all adjustments that require more than one key to be pressed:

- after 10 seconds, if no adjustment has been made, the indicator will go out and the adjustment key must be pressed again.

- to end the adjustment before 10 seconds has elapsed, press a different adjustment key, or press the Exit key.

Always allow the lamp to cool for 5 minutes before:

- disconnecting the power
- moving the projector
- changing the lamp

4. Controlling the projector

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Overview

Controlling the projector

The projector can be controlled from:

- the remote control
- the keypad
- the RS232 input
- the Ethernet input

For more information about controlling the projector using the RS232 and Ethernet inputs, see **Remote communications protocol** *in* **section 7. Appendix**.

For information about how to connect the projector, see ***Connecting the projector*** in section ***2. Installation***, and **Connections** in ***section 7. Appendix***.

- Many features are controlled from the menus using the **menu navigation keys** on the remote control or keypad.

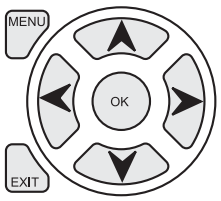
  For more information about using the menus, see later in this section, **Using the menus**.

- Some of the menu features, for example brightness, contrast and input preset operations, can be accessed directly using the **control keys** at the bottom of the remote control.

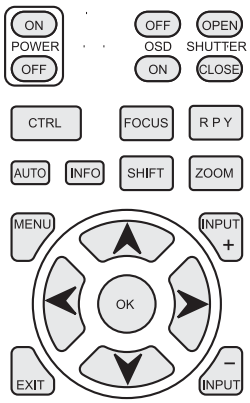
  Other features, eg zoom and focus, are controlled using the **control keys** at the top of the remote control and keypad.

  For more information about using the control keys, see later in this section, **Using the control keys**.

Notes



Menu navigation keys



Control keys

Input modes and settings

Input mode detection

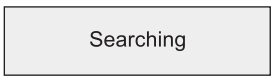
The projector can automatically detect the following parameters from the incoming video signal:

- line frequency
- frame rate
- interlace / progressive

From these parameters the projector can determine input mode, for example:

	input source	*horizontal*	*vertical*	*mode*
•	composite	15.7KHz	50.0Hz	= NTSC
•	RGB1	31.5KHz	60.0Hz	= SDTV 480p
•	SDI	33.8KHz	30.0Hz	= HDTV 1080p30
•	DVI	31.25KHz	50.0Hz	= SVGA

When you select a new input source, the green LED near the input connector will flash, and the searching message will be displayed.

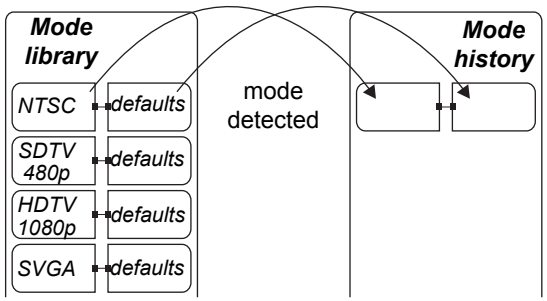


When the input mode has been detected, the LED will show continuously and the auto detect message will be displayed, for example:

If the input mode cannot be detected, the LED will continue to flash, to show that the input is still selected. However, the following message will be displayed:

Mode library and mode history

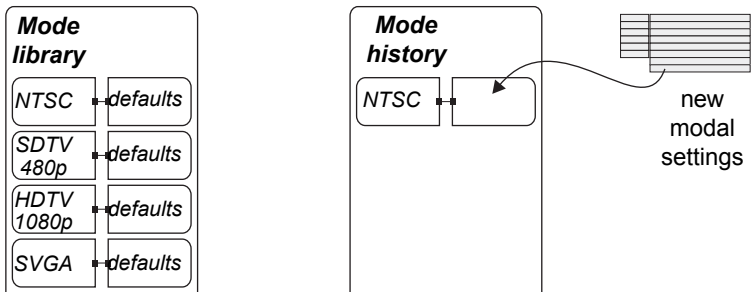
Once an input mode has been successfully determined for the first time, a set of default modal settings (picture, geometry and colour), will be copied from the **mode library** to the **mode history**.



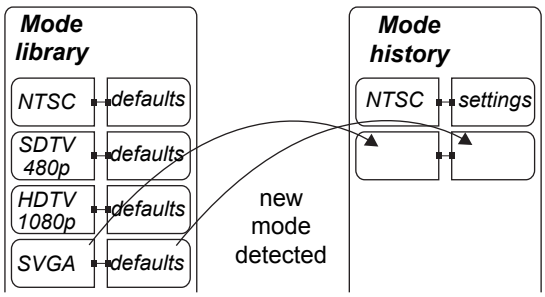
Notes

For a full list of supported input modes, see **Input modes***, in* **section 7. Appendix**.

Any subsequent changes that you make to the modal settings will be saved in the mode history, with the input mode.



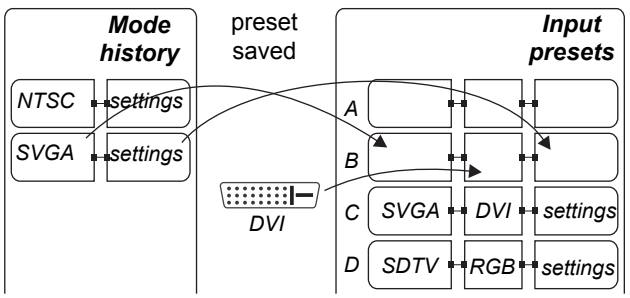
If a new signal is detected, the mode history for the previous signal will be saved in the mode history, and the new mode added, along with a new set of default settings. Thus the projector builds up a history of input modes, and the required settings for each mode, depending on actual useage.



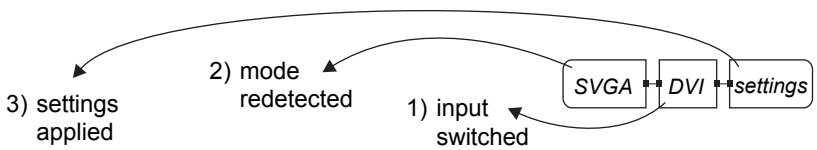
Input presets

It may be the case that you need to save more than one set of modal settings for the same input mode. For example you may have more than one video player or a selection of films with different characteristics.

In that case, the current input source and modal settings can be saved to any one of 16 **input presets**, for recall when the same input source is used again.



When you recell a preset, the projector switches to the saved input source, and redetects the input mode before applying the saved modal settings.



Notes

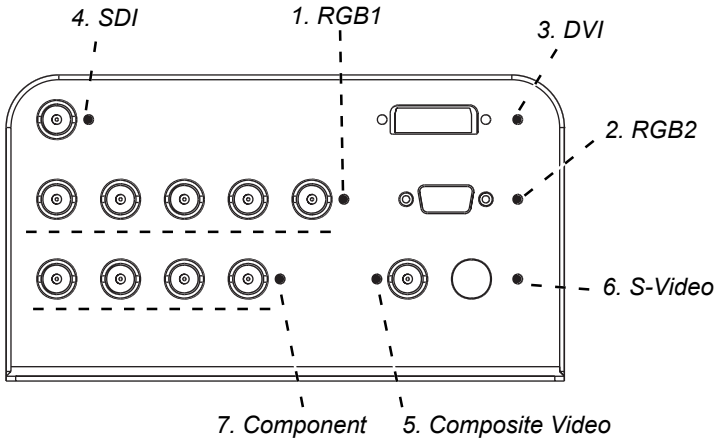
In normal use, there should be adequate memory to record all likely modal settings in the mode history.

However, in exceptional circumstances, the least used settings will be deleted, to allow a new mode to be added.

A preset can be applied only to the same mode for which it was created. If the detected input mode does not match, then settings from the mode history or mode library will be applied.

Indicators

Input status indicators



The indicator next to each input connector on the input panel will light as follows:

off = input not selected

green = input selected, signal detected and in range

flashing green = input selected, but signal **not** detected or out of range

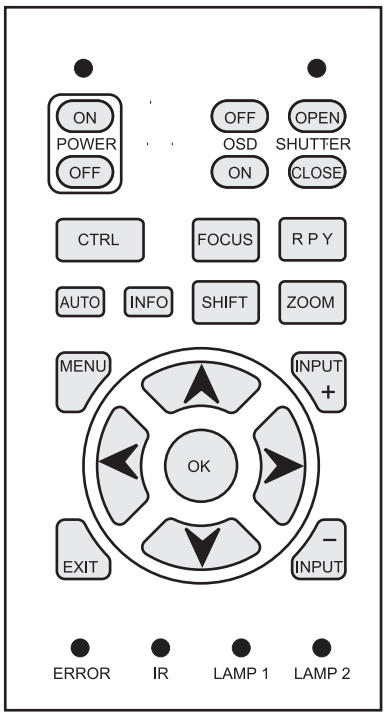
Notes

There are more indicators on the Control panel, and these are described on the next page.

The control panel

Keypad layout

The controls on the keypad are identical to those at the top of the remote control, and are described on the following pages.



Projector status indicators

The indicators on the control panel are as follows:

Power *off* = NO POWER

green = normal RUNNING mode *amber* = STANDBY mode

flashing green = PROJECTOR COOL-DOWN or WARM-UP

Shutter *yellow* = CLOSED *green* = OPEN

Error *red* = NO ERROR *flashing* = ERROR

IR *blue flash* = Remote control command received

Lamp 1 *off* = OFF

red = LAMP ERROR *green* = ON *amber* = (80 - 100%)

flashing green/amber = LAMP COOL-DOWN or WARM-UP

Lamp 2 *off* = OFF

red = LAMP ERROR *green* = ON *amber* = (80 - 100%)

flashing green/amber = LAMP COOL-DOWN or WARM-UP

Notes

Many features are controlled from the menus using the **menu navigation keys** *on the remote control or keypad.*

For more information about using the menus, see later in this section, **Using the menus**.

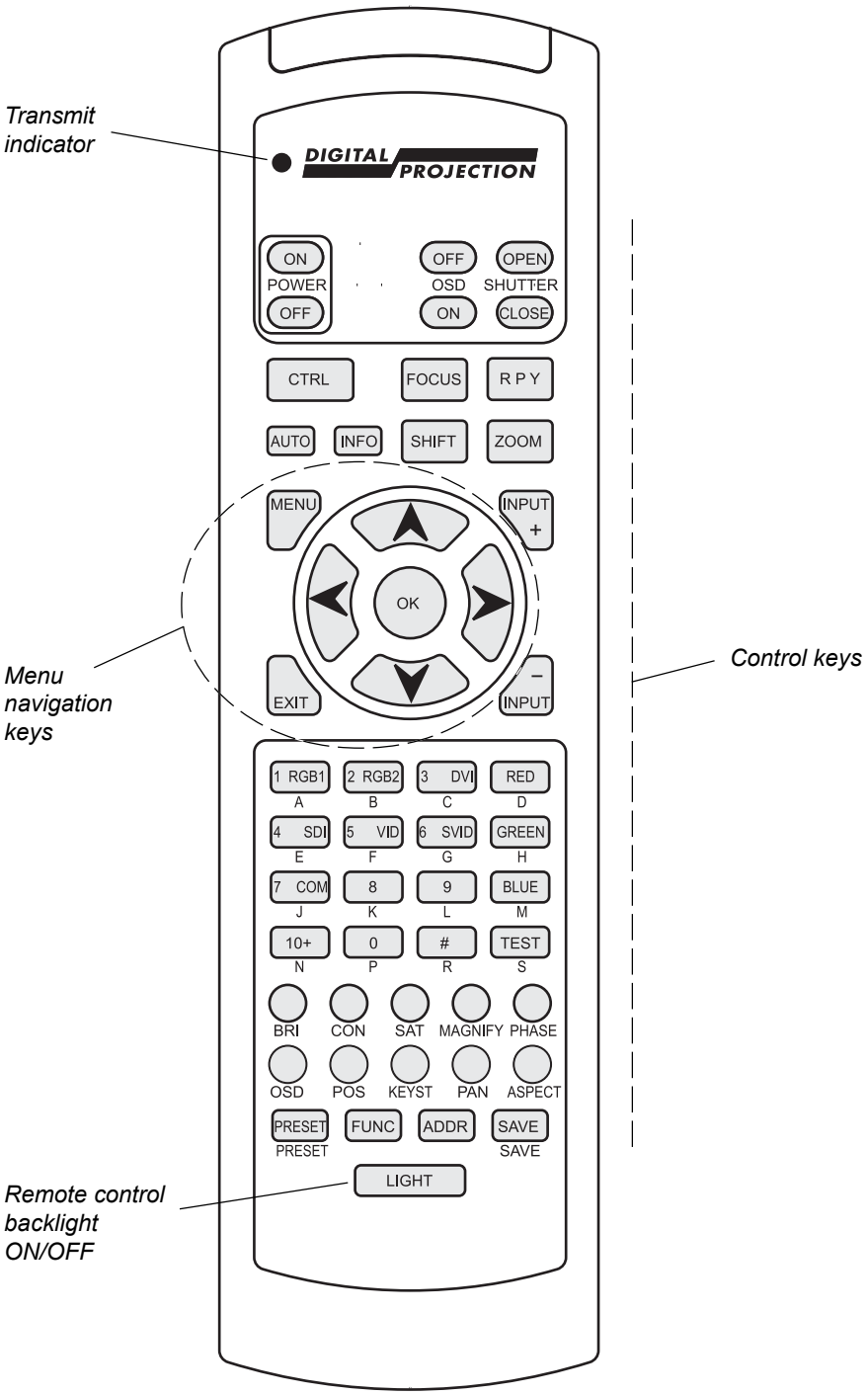
Some of the menu features, for example brightness, contrast and input preset operations, can be accessed directly using the ***control keys*** *at the bottom of the remote control.*

Other features, eg zoom and focus, are controlled using the **control keys** *at the top of the remote control and keypad.*

For more information about using the control keys, see later in this section, **Using the control keys**.

The remote control

Layout



Timeout

For features that require more than one key to be pressed, there is a timeout of 10 seconds. After that time, the first key in the sequence must be pressed again. If the wrong second key is pressed, the operation will be cancelled.

Notes

Many features are controlled from the menus using the **menu navigation keys** *on the remote control or keypad.*

For more information about using the menus, see later in this section, **Using the menus**.

Some of the menu features, for example brightness, contrast and input preset operations, can be accessed directly using the ***control keys*** *at the bottom of the remote control.*

Other features, eg zoom and focus, are controlled using the **control keys** *at the top of the remote control and keypad.*

For more information about using the control keys, see later in this section, **Using the control keys**.

The following keys are **NOT** *used on this projector:*

CTRL
R P Y
FUNC
10+ *(but N is used)*
*(but R is used)*

Using the control keys

Power

- Press **POWER** (ON) and hold for 3 seconds, to switch the power ON.
- Press **POWER** (OFF) and hold for 3 seconds, to switch the power OFF.

Shutter

- Press **SHUTTER** (OPEN) to OPEN the shutter.
- Press **SHUTTER** (CLOSE) to CLOSE the shutter.

On-Screen-Display

- Press **OSD** (OFF) to switch the On-Screen-Display OFF.

  This includes ALL menus, controls and on-screen messages.
- Press **OSD** (ON) to switch the On-Screen-Display ON.

Focus

- Press [FOCUS] followed by ▲ and ▼ to adjust the focus.

Zoom

- Press [ZOOM] followed by ▲ and ▼ to adjust the zoom.

Shift

- Press [SHIFT] followed by ▲, ▼, ◀ or ▶ to shift the lens up, down, left or right.

Notes

Closing the shutter produces a better black than simply removing the signal, as the light source will be completely blocked by the shutter blade.

When the OSD is OFF:

- all menu navigation keys are disabled.

*- keys such as ◯ **BRI** (brightness) will still function, but the slider bars will not be visible on screen.*

When any of the three Lens adjustment keys is pressed, the blue Transmit indicator will light for 10 seconds:

- after 10 seconds, if no adjustment has been made, the indicator will go out and the Lens adjustment key must be pressed again to resume adjustment.

- to end the adjustment before 10 seconds has elapsed, press a different Lens adjustment key, or press the [EXIT] key.

- all other adjustments will be locked out until the Lens adjustment is ended.

For more information about the amount of lens shift available, see **Section 2. Installation**.

Auto-detect input mode

- Press AUTO to force the projector to re-detect the input mode (see **Input modes and settings**, earlier in this section).

Projector information

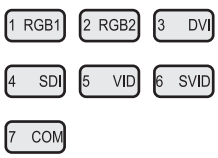
- Press INFO to display the projector information screen.

Input

- Press INPUT + or – INPUT to change to the next input up or down the following list:

  1. RGB1
  2. RGB2
  3. DVI
  4. SDI
  5. Composite Video
  6. S-Video
  7. Component

- Or press the numbered keys **1–7** to change directly to the input:



Notes

For more information about input mode detection, see earlier in this section, **Input modes and settings**.

Input Presets

Recall

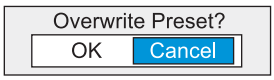
- To recall a set of modal settings that have been saved, press and hold PRESET, whilst pressing the lettered key **A – S**.

  The projector will switch to the saved input source, and redetect the input mode before applying the saved modal settings.

Save

- To save the current input source, mode and modal settings, press and hold SAVE, whilst pressing the lettered key **A – S**.

  If this Preset has been used before, and the Input source has been changed, then the following message will be displayed.



  Press ◀ and ▶ to select either **OK** or **Cancel**.

  Press OK to confirm your selection.

  The modal settings will be saved to the selected preset, and the following message will be displayed.

Notes

For more information about input modes and input presets, see earlier in this section, **Input modes and settings**.

A preset can be applied only to the same mode for which it was created. If the detected input mode does not match, then settings from the mode history or mode library will be applied.

For more information about input modes, see **Input modes and settings**. *earlier in this section.*

Red, Green and Blue

- Press RED, GREEN or BLUE to switch the red, green or blue components OFF or ON.

Test pattern

- Press TEST to select a test pattern.

Picture settings

- Press a ◯ key, followed by ➤ and ➤ to adjust these picture settings:

Brightness	◯ **BRI**	
Contrast	◯ **CON**	
Saturation	◯ **SAT**	*(available only in NTSC mode)*
Phase	◯ **PHASE**	*(available only for RGB inputs)*
Aspect ratio	◯ **ASPECT**	

Geometry settings

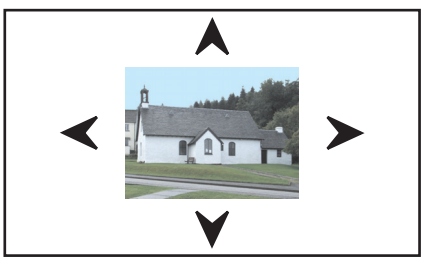
Keystone adjustment is used to correct for distortion caused by the projector being mounted higher or lower than the screen.

- Press Keystone ◯ **KEYST**

  followed by ▲ and ▼ to adjust the keystone correction:

- Press Position ◯ **POS**

  followed by ➤, ➤, ▲ and ▼ to adjust the picture position, for images smaller than the DMD:



Notes

The red, green and blue keys are disabled when the OSD is switched OFF.

For all adjustments on this page that require more than one key to be pressed:

- after 10 seconds, if no adjustment has been made, the ◯ key must be pressed again to resume adjustment.

- to end the adjustment before 10 seconds has elapsed, press a different adjustment key, or press the EXIT key.

When the OSD is OFF:

- the ◯ keys will still function, but the controls will not be visible on screen.

Magnify and pan

- Press Magnify **MAGNIFY**

  followed by ▲ and ▼ to adjust the size of the picture.

- Press Pan **PAN**

  followed by ◀, ▶, ▲ and ▼ to adjust the position of the magnified image.

On-screen-display size

- Press Size **SIZE**

  to switch the size of the OSD between large and small.

Remote control address

- Press and hold ADDR

  whilst pressing **two** numbered keys **0 – 9**
  (leading zeros must be used for numbers less than 10) to set the remote control address to any number between 00 and 99.

Remote control backlight

- Press LIGHT to switch the backlight on and off.

Notes

The magnify feature utilises a digital zoom. Used with the pan control, this can be used to:

- enlarge a section of the image

- enable the use of multiple projectors to construct a large image from tiles.

The pan control is available only when the image has been magnified.

If the OSD moves off screen due to a change in image size, then pressing the size key will restore its readability.

When fresh batteries are inserted in the remote control it will default to address **00**. *Remote control* **00** *is a* **master** *control, able to control all projectors.*

First use the Projector **Setup menu** *(see later in this section) to set the address of each projector, then change the address of each remote control to match.*

If two or more projectors are set to the same address, they can be controlled from one remote control, provided they are connected by cable or in range of the infra red.

Using the menus

Navigating menus and submenus

When the menus are in use and the OSD is ON, the **top level menu headings** are always visible to the left of the screen.

Input	
Picture	
Geometry	
Colour	
Setup	
Information	

Each **menu** item can lead to a number of **submenus**, which are displayed in the column to the right . The ▶ symbol indicates that a submenu is available.

Each **submenu** can lead to further submenus, up to a maximum of three levels.

- To display the menus, press MENU on the remote control or the keypad.

  The menus will always open at the same point they were last viewed. The example below shows the first menu display following power on – the item that is currently selected (*the Input menu*) is highlighted in blue.

Input	1. RGB1
Picture	2. RGB2
Geometry	3. DVI
Colour	4. SDI
Setup	5. Composite Video ⇦
Information	6. S-Video
	7. Component
	Presets ▶

- To select a menu, press ▲ and ▼, for example the **Setup menu**:

Input	Projector ▶
Picture	Global Colour Settings ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password ▶
Information	Comunication ▶
	Restore Defaults ▶

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When the OSD is OFF, all menu navigation keys will be disabled.

When the OSD is switched back ON, the menus will remain OFF until the MENU *key is pressed again. The menus will then reopen at the same point they were last viewed.*

If a menu is opened, and no other key is pressed within 10 seconds, then the menus will disappear. When the MENU *key is pressed again, the menus will reopen at the same point they were last viewed.*

Main menu: Input

Main menu: Setup

Press ➤ to open the menu. The blue highlight moves to the first item in the menu, which may be submenu, for example the **Projector Setup submenu**.

Input	Projector ▶
Picture	Global Colourimetry ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password ▶
Information	Comunication ▶
	Network ▶
	Restore Defaults ▶

- To select a submenu, press ▲ and ▼, for example the **Lamp submenu**. Press ➤ to open the submenu. The submenu opens, with the title at the top.

Input	LAMP
Picture	Current Setting [100%] Lamp1
Geometry	Change Lamp Setting ▶
Colour	
Setup	
Information	

- To close the submenu and return to the previous level, press EXIT.

Input	Projector ▶
Picture	Global Colour Settings ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password ▶
Information	Comunication ▶
	Restore Defaults ▶

- There may be up to three levels of submenu, so to return to the **top level**, you may have to press EXIT up to three times.
- To close the menu display completely, press MENU.

Notes

Setup menu

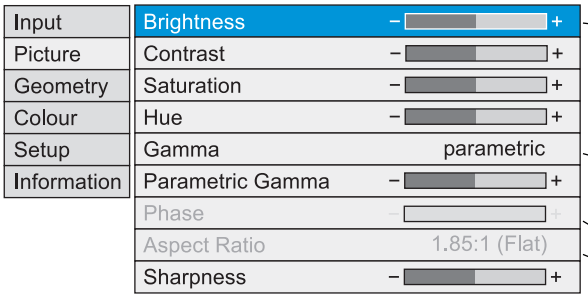
Setup menu
Lamp

Setup menu: Lamp

Menu controls

Some menus have controls, as shown in the examples below.

> ***Notes***
>
> *Some menus items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.*



Slider bar

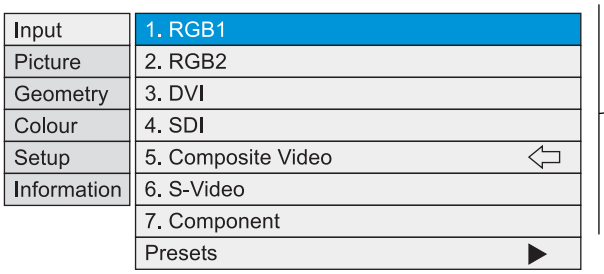
The highlighted slider bar shows which control is active currently.

To adjust the slider press ◀ and ▶.

Parameter selection

To select from a number of parameters, (shown one at a time to the right), press ◀ and ▶.

These two items are greyed out, showing that they are not available, due to the effect of settings made in other menus, or due to the type of input signal.



Parameter list

To select from a list of parameters, press ▲ and ▼.

Input menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until **Input** is highlighted.
  Press ➤ to open the **Input** menu. The blue highlight moves to the first item in the menu. The ⇦ symbol shows which input is currently selected.

Input	1. RGB1
Picture	2. RGB2
Geometry	3. DVI
Colour	4. SDI
Setup	5. Composite Video ⇦
Information	6. S-Video
	7. Component
	Presets ▶

Input Source

- Press ▲ and ▼ to select from:

  1. RGB1
  2. RGB2
  3. DVI
  4. SDI
  5. Composite Video
  6. S-Video
  7. Component

- Press OK to confirm your selection.

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Input Menu

For more information about the input connections, see **Section 2. Installation**, *and* **section 7. Appendix**.

When an input has been selected, the projector will automatically detect input mode settings such as line rate and resolution etc.

To force the projector to re-detect the input mode settings, press AUTO.

Input menu continued

Presets

Sixteen sets of parameters can be saved and recalled *(A – S)*. The parameters saved for each **Preset** are:

all settings from the **Picture** menu,
all settings from the **Input** menu *(1 – 7)*
all settings from the **Geometry** menu, except *Keystone*
all settings from the **Colour** menu, except *Global*

- Press ▲ and ▼ to select **Presets**.

  Press ➤ to open the **Presets** submenu.

Input	PRESETS
Picture	Recall Preset ▷
Geometry	Save Preset ▶
Colour	
Setup	
Information	

Recall Presets

- Press ▲ and ▼ to select **Recall Preset**.

  Press ➤ to open the **Recal Presets A ~ H** submenu. Any presets that have been saved are indicated by their description, for example D: in this example.

Input	RECALL PRESET A ~ H
Picture	A:
Geometry	B:
Colour	C:
Setup	D: VID PAL50/4.43 Fill
Information	E:
	F:
	G:
	H:
	Recall Preset J ~ S ▶

- To recall a set of parameters that has been saved, press ▲ and ▼ to select one of the Presets.

  *For Presets **J** to **S**, select **Recall Preset J ~ S** then press ➤ to open the J~S submenu. Press ▲ and ▼ to select the Preset.*

  Press OK to confirm your selection.

  The Preset parameters will be loaded.

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

For more information about input modes and input presets, see earlier in this section, **Input modes and settings**.

Input Menu
Presets

Input Menu
Presets
Recall Presets A ~ H

Input menu continued

Save Presets

- Press ▲ and ▼ to select **Save Preset**.

  Press ➤ to open the **Save Presets A ~ H** submenu.

Input	SAVE PRESET A ~ H
Picture	Save Preset A
Geometry	Save Preset B
Colour	Save Preset C
Setup	Save Preset D
Information	Save Preset E
	Save Preset F
	Save Preset G
	Save Preset H
	Save Preset J ~ S ▶

- To save the current set of parameters, press ▲ and ▼ to select one of the Presets.

  *For Presets **J** to **S**, select **Save Preset J ~ S** then press ➤ to open the J~S submenu. Press ▲ and ▼ to select the Preset.*

  Press (OK) to confirm your selection.

  If this Preset has been used before, but only if the Input source has been changed, then the following message will be displayed.

Overwrite Preset?	
OK	Cancel

  Press ◄ and ➤ to select either **OK** or **Cancel**.

  Press (OK) to confirm your selection.

  The parameters will be saved to the selected preset, and the following message will be displayed.

Preset Saved

Notes

*Some menu controls can be accessed directly using the **control keys** (see earlier in this section).*

Input Menu
Presets
Save Presets A ~ H

Picture menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until **Picture** is highlighted.
  Press ➤ to open the **Picture** menu. The blue highlight moves to the first item in the menu.

Input	Brightness	0	− +
Picture	Contrast	0	− +
Geometry	Saturation	127	− +
Colour	Hue	127	− +
Setup	Gamma		parametric
Information	Parametric Gamma	2.2	− +
	Phase	127	− +
	Aspect Ratio		1.85:1 (Flat)
	Sharpness	0	− +

Brightness

- Press ▲ and ▼ to select **Brightness**.

  Press ◄ and ➤ to adjust the slider (-128 to +127).

Contrast

- Press ▲ and ▼ to select **Contrast**.

  Press ◄ and ➤ to adjust the slider (-128 to +127).

Saturation

Adjusts the saturation at white peak levels.

- Press ▲ and ▼ to select **Saturation**.

  Press ◄ and ➤ to adjust the slider (0 to 255).

Hue

Adjusts the color balance from green to blue, using the red level as a reference.

- Press ▲ and ▼ to select **Hue**.

  Press ◄ and ➤ to adjust the slider (0 to 255).

Notes

*Some menu controls can be accessed directly using the **control keys** (see earlier in this section).*

*When using the menus, press **OSD** (OFF) or (ON) to hide or reveal the On-Screen-Display.*

Picture Menu

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

*The **Saturation** slider is available for Composite, S-Video and Component inputs only.*

*The **Hue** slider is available for NTSC inputs only.*

Picture menu continued

Gamma Correction

Video recordings are often supplied with a gamma adjustment applied. The projector's gamma adjustment can be used to correct for this.

- Press ▲ and ▼ to select **Gamma**.

  Press ◀ and ▶ to select from:

Parametric	Enables the gamma slider
User download	Applies the gamma settings made externally using the DP Userware on a personal computer
Graphics	To be defined.
NTSC	NTSC colour space, with a gamma of 2.2
PAL	PAL colour space, with a gamma of 2.2
Linear	Gamma of 1.0. The output level is the same as the input throughout the range of video levels.
Punch	To be defined.

Parametric Gamma

- Press ▲ and ▼ to select **Parametric Gamma**.

  Press ◀ and ▶ to adjust the slider (1.0 to 3.0 in 0.1 steps).

Phase

Phase should be set automatically by the projector, but can be adjusted manually to correct for shimmering or poor quality definition on, for example, fine text.

- Press ▲ and ▼ to select **Phase**.

  Press ◀ and ▶ to adjust the slider (0 to 255).

Notes

☞ *For more information about User gamma settings, see* **Section 5. DP Userware**.

☞ **Parametric Gamma** *adjustment is available only when* **Parametric** *is selected in* **Gamma** *selection, above.*

☞ **Phase** *adjustment can be found in both the* **Picture** *and* **Geometry** *menus, and is available for graphics based RGB sources only.*

Picture menu continued

Aspect Ratio

- Press ▲ and ▼ to select **Aspect Ratio**.

  Press ◀ and ▶ to select from:

  Fill
  User Aspect
  1.33:1 (4:3)
  1.25:1 (5:4)
  1.78:1 (16:9)
  2.35:1 (Scope)
  1.66:1 (Vista)
  1.85 (Flat)
  Native (pixel mapped)

Sharpness

- Press ▲ and ▼ to select **Sharpness**.

  Press ◀ and ▶ to adjust the slider (0 to 12).

Notes

Aspect Ratio *selection can be found in both the Picture and Geometry menus.*

When **User Aspect** *is selected, the Aspect Ratio needs to be set in the* **Geometry** *menu.*

The **Sharpness** *slider is available for Composite, S-Video and Component SD inputs only.*

Geometry menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until **Geometry** is highlighted.
  Press ➤ to open the **Geometry** menu. The blue highlight moves to the first item in the menu.

Input	H Position	128	− +
Picture	V Position	64	− +
Geometry	Aspect Ratio		1.85:1 (Flat)
Colour	User H Aspect	500	− +
Setup	User V Aspect	500	− +
Information	Keystone	0	− +
	Phase	127	− +
	Pixels	127	− +
	Blanking		▶

Horizontal Position

- Press ▲ and ▼ to select **H Position**.

  Press ◀ and ➤ to adjust the slider (0 to 512).

Vertical Position

- Press ▲ and ▼ to select **V Position**.

  Press ◀ and ➤ to adjust the slider (0 to 128).

Aspect Ratio

Press ◀ and ➤ to select from:

Fill
User Aspect
1.33:1 (4:3)
1.25:1 (5:4)
1.78:1 (16:9)
2.35:1 (Scope)
1.66:1 (Vista)
1.85 (Flat)
Native (pixel mapped)

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Geometry Menu

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

Aspect Ratio *selection can be found in both the Picture and Geometry menus.*

When **User** *is selected, the Aspect Ratio needs to be set in the* **User H Aspect and V Aspect** *(see next page).*

Geometry menu continued

User Horizontal Aspect Ratio

- Press ▲ and ▼ to select **User H Aspect**.

  Press ◀ and ▶ to adjust the slider (internal number – adjust to fit).

User Vertical Aspect Ratio

- Press ▲ and ▼ to select **User V Aspect**.

  Press ◀ and ▶ to adjust the slider (internal number – adjust to fit).

Keystone

Used to correct for distortion caused by the projector being mounted higher or lower than the screen.

- Press ▲ and ▼ to select **Keystone**.

  Press ◀ and ▶ to adjust the slider (-128 to +127).

Phase

Phase should be set automatically by the projector, but can be adjusted manually to correct for shimmering or poor quality definition on, for example, fine text.

- Press ▲ and ▼ to select **Phase**.

  Press ◀ and ▶ to adjust the slider (0 to 255).

Pixels per line

Pixels per line should be set automatically by the projector, but can be adjusted manually to correct for non-standard sources.

- Press ▲ and ▼ to select **Pixels**.

  Press ◀ and ▶ to adjust the slider (0 to 255).

Notes

Horizontal and Vertical Aspect Ratio *adjustments are available only when* **User** *is selected in* **Aspect Ratio**, *(see previous page).*

Keystone *adjustment can be found in both the Geometry and Projector Setup menus.*

Phase *adjustment can be found in both the Picture and Geometry menus, and is available for graphics based RGB sources only.*

Pixels *adjustment is available for graphics based RGB inputs only.*

Geometry menu continued

Blanking

Blanking curtains can be applied to each edge of the picture.

- Press ▲ and ▼ to select **Blanking**.

  Press ➤ to open the **Blanking** submenu.

Input	BLANKING	
Picture	Blanking	On
Geometry	Left	100 – +
Colour	Right	100 – +
Setup	Top	100 – +
Information	Bottom	100 – +

Blanking On/Off

Press ◄ and ➤ to select from:

On
Off

Blanking adjust

- Press ▲ and ▼ to select the edge to be **Blanked**.

  Press ◄ and ➤ to adjust the slider (0 to 200).

Notes

Geometry Menu
Blanking

The blanking curtains will not applied until **Blanking** *is turned* **On**.

Set to zero for no blanking, eg the top edge in this example.

Colour menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until **Colour** is highlighted.
  Press ➤ to open the **Colour** menu. The blue highlight moves to the first item in the menu.

Input	Colour Mode		User
Picture	Temperature	6000K	− +
Geometry	Red Lift	0	− +
Colour	Green Lift	0	− +
Setup	Blue Lift	0	− +
Information	Red Gain	0	− +
	Green Gain	0	− +
	Blue Gain	0	− +
	Component Type		RGB
	Trim		▶

Colour Menu

Notes on Colour and Global Colourimetry

Global Colourimetry menu *(see later in this section, in **Setup** menu)*

After a calibration check on the projector or venue, a set of Global colour settings can be made in the **Global Colourimetry** menu. These settings are then available to be copied at any time using the **Colour Mode** setting in the **Colour** menu, or used as a starting point using the **Trim** feature in the **Colour** menu.

Colour menu *(see this section).*

The settings made in the **Colour** menu will be automatically saved in the **Mode History**, or can be manually saved to one of the **Input Presets** (see Input modes and settings earlier in this section).

The selections available in **Colour Mode** in the **Colour** menu are:

Global	Copies the settings made in the **Global Colourimetry** menu
Temperature	Set the colour temperature using the slider
User	Set the Red, Green and Blue Lift and Gain using the sliders
Peak	Preset high brightness setting
P7 Look 1, 2, 3	Applies the P7 gamma settings made externally using the DP Userware on a personal computer
User 1, 2	Applies the User gamma settings made externally using the DP Userware on a personal computer

Notes

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

Read these notes on Colour and Global Colourimetry before making any settings in the Colour menus.

Colour menu continued

Colour Mode

- Press ▲ and ▼ to select **Colour Mode**.

  Press ◀ and ▶ to select from:

  Global
  Temperature
  User
  Peak
  P7 Look 1
  P7 Look 2
  P7 Look 3
  User 1
  User 2

Colour Temperature

- Press ▲ and ▼ to select **Temperature**.

  Press ◀ and ▶ to adjust the slider (3,000K to 10,000K. in 100 steps).

RGB Lift

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◀ and ▶ to adjust the slider (-512 to +511).

RGB Gain

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◀ and ▶ to adjust the slider (-1024 to +1023).

Component Type

- Press ▲ and ▼ to select **Component Type**.

  Press ◀ and ▶ to select from:

  RGB
  YPrPb

Notes

Read the notes on Colour and Global Colourimetry earlier in this section before making any settings in the Colour menus.

The **Colour Temperature** *slider is available only if* **Temperature** *Mode is selected.*

The **RGB Lift and Gain** *sliders are available only if* **User** *Mode is selected.*

The **Component Type** *selection is available for RGB1 and RGB2 inputs only.*

Colour menu continued

Trim

- Press ▲ and ▼ to select **Trim**.

  Press ➤ to open the **Trim** submenu.

Input	TRIM		
Picture	Red Lift	0	− +
Geometry	Green Lift	0	− +
Colour	Blue Lift	0	− +
Setup	Red Gain	0	− +
Information	Green Gain	0	− +
	Blue Gain	0	− +
	Global Colourimetry		▶

Trim RGB Lift and Gain

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◀ and ➤ to adjust the slider (-128 to +127).

Global Colourimetry

*This is a shortcut to the **Global Colourimetry** submenu, described later in this section, in **Setup Menu**.*

- Press ▲ and ▼ to select **Global Colourimetry**.

  Press ➤ to open the **Global Colourimetry** submenu.

Notes

*The **Trim** submenu is available only if **Global Colour Mode** is selected.*

Colour Menu
Trim

Read the notes on Colour and Global Colourimetry earlier in this section before making any settings in the Colour menus.

Setup menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until **Setup** is highlighted.
  Press ➤ to open the **Setup** menu. The blue highlight moves to the first item in the menu.

Input	Projector ▷
Picture	Global Colourimetry ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password ▶
Information	Comunication ▶
	Network ▶
	Restore Defaults ▶

Notes

When using the menus, press **OSD** (OFF) *or* (ON) *to hide or reveal the On-Screen-Display.*

Setup Menu

Setup menu, continued

Projector

- Press ▲ and ▼ to select **Projector**.

  Press ➤ to open the **Projector** submenu.

	PROJECTOR	
Input	Orientation	Desktop Front
Picture	Backlight	On
Geometry	Component Video Sync	Sync On Green
Colour	Keystone 0	− +
Setup	Test Pattern	Off
Information		

Orientation

- Press ▲ and ▼ to select **Orientation**.

  Press ◄ and ➤ to select from:

Desktop Front
Desktop Rear
Ceiling Front
Ceiling Rear

Control Panel Backlight

- Press ▲ and ▼ to select **Backlight**.

  Press ◄ and ➤ to select from:

On
Off

Component Video Sync

- Press ▲ and ▼ to select **Backlight**.

  Press ◄ and ➤ to select from:

Sync On Green
Separate

Notes

Setup Menu
Projector

Setup menu, Projector continued

Keystone

Used to correct for distortion caused by the projector being mounted higher or lower than the screen.

- Press ▲ and ▼ to select **Keystone**.

  Press ◀ and ▶ to adjust the slider (-128 to +127).

Test Pattern

- Press ▲ and ▼ to select **Test Pattern**.

  Press ▶ to open the **Test Pattern** submenu.

Input	TEST PATTERN
Picture	Off
Geometry	Alignment Grid
Colour	Screen Layout
Setup	Chequerboard
Information	Colourbars
	0% Field
	20% Field
	80% Field
	100% Field

Press ◀ and ▶ to select from:

Off
Alignment Grid
Screen Layout *(shows outlines of various aspect ratios)*
Chequerboard
Colour Bars
0% Field *(black)*
20% Field
80% Field
100% Field *(white)*

Notes

Setup menu continued

Global Colourimetry

- Press ▲ and ▼ to select **Global Colourimetry**.

  Press ➤ to open the **Global Colourimetry** submenu.

Input	GLOBAL COLOURIMETRY		
Picture	Mode		Temperature
Geometry	Temperature	6000K	− +
Colour	Red Lift	0	− +
Setup	Green Lift	0	− +
Information	Blue Lift	0	− +
	Red Gain	0	− +
	Green Gain	0	− +
	Blue Gain	0	− +

Notes on Colour and Global Colourimetry

Global Colourimetry menu *(see this section)*

After a calibration check on the projector or venue, a set of Global colour settings can be made in the **Global Colourimetry** menu. These settings are then available to be copied at any time using the **Colour Mode** setting in the **Colour** menu, or used as a starting point using the **Trim** feature in the **Colour** menu.

Colour menu *(see earlier in this section).*

The settings made in the **Colour** menu will be automatically saved in the **Mode History**, or can be manually saved to one of the **Input Presets** (see Input modes and settings earlier in this section).

The selections available in **Colour Mode** in the **Colour** menu are:

Global	Copies the settings made in the **Global Colourimetry** menu
Temperature	Set the colour temperature using the slider
User	Set the Red, Green and Blue Lift and Gain using the sliders
Peak	Preset high brightness setting
P7 Look 1, 2, 3	Applies the P7 gamma settings made externally using the DP Userware on a personal computer
User 1, 2	Applies the User gamma settings made externally using the DP Userware on a personal computer

Notes

Setup Menu
Global Colourimetry

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

Read these notes on Colour and Global Colourimetry before making any settings in the Colour menus.

Setup menu, Global Colourimetry continued

Colour Mode

- Press ▲ and ▼ to select **Colour Mode**.

  Press ◄ and ► to select from:

  Temperature
  User
  Peak
  P7 Look 1
  P7 Look 2
  P7 Look 3
  User 1
  User 2

Colour Temperature

- Press ▲ and ▼ to select **Temperature**.

  Press ◄ and ► to adjust the slider (3,000K to 10,000K. in 100 steps).

RGB Lift

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◄ and ► to adjust the slider (-512 to +511).

RGB Gain

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◄ and ► to adjust the slider (-1024 to +1023).

Notes

Read the notes on Colour and Global Colourimetry earlier in this section before making any settings in the Colour menus.

The **Colour Temperature** *slider is available only if* **Temperature** *Mode is selected.*

The **RGB Lift and Gain** *sliders are available only if* **User** *Mode is selected.*

Setup menu, continued

Lamp

- Press ▲ and ▼ to select **Lamp**.

  Press ➤ to open the **Lamp** submenu.

The middle row shows the current lamp setting.

Input	LAMP
Picture	Current Setting [100%] Lamp1
Geometry	Change Lamp Setting ▷
Colour	
Setup	
Information	

Change Lamp Setting

- Press ▲ and ▼ to select **Change Lamp Setting**.

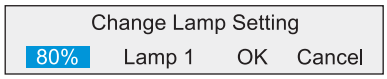
  Press ➤ to open the **Lamp Setting** control box.

Change Lamp Setting			
80%	Lamp 1	OK	Cancel

Notes

Setup Menu
Lamp

Setup menu, Lamp continued



Lamp Power

- Press ▲ and ▼ to select the Lamp Power setting.

  Press ◀ and ▶ to adjust the Lamp Power from:

  80 to 100% in 1% steps

Lamp Mode

- Press ▲ and ▼ to select **Lamp Mode**.

  Press ◀ and ▶ to select from:

  single lamp modes
  Lamp 1 lamp 1 only
  Lamp 2 lamp 2 only
  Alternate on power up, selects the lamp with the least hours used

  dual lamp mode
  Lamps 1 and 2 both lamps

OK

- Press ▲ and ▼ to select **OK**.

  Press (OK) to apply the new settings.

Cancel

- Press ▲ and ▼ to select **Cancel**.

  Press (OK) to exit without applying the new settings.

The indicators on the control panel will show as follows:

Lamp 1 *red* = LAMP ERROR *green* = ON 100% *amber* = (80 - 100%)
flashing green/amber = lamp cool-down or warm up

Lamp 2 *red* = LAMP ERROR *green* = ON 100% *amber* = (80 - 100%)
flashing green/amber = lamp cool-down or warm up

Notes

In single lamp modes:

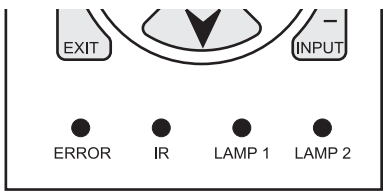
- if the running lamp fails, the other lamp will automatically be switched on.

The selected lamp mode:

- will not be applied until **OK** *is selected*

- will be applied gradually over a period of 30 seconds

- will not be applied until the end of any warm-up or cool-down period that has already started.



Setup menu continued

On Screen Display

- Press ▲ and ▼ to select **On Screen Display**.

  Press ➤ to open the **On Screen Display** submenu.

Input	ON SCREEN DISPLAY	
Picture	OSD Position	Lower Centre
Geometry	OSD Size	Large
Colour	Timeout	30 seconds
Setup		
Information		

OSD Position

- Press ▲ and ▼ to select **OSD Position**

  Press ◄ and ➤ to select from:

  Upper Left
  Upper Centre
  Upper Right
  Middle Left
  Middle Centre
  Middle Right
  Lower Left
  Lower Centre
  Lower Right

OSD Size

- Press ▲ and ▼ to select **OSD Size**.

  Press ◄ and ➤ to select from:

  Large
  Small

OSD Timeout

- Press ▲ and ▼ to select the length of the remote control **Timeout**.

  Press ◄ and ➤ to select from:

  0 to 255 in 1 second steps

Notes

Setup Menu
On Screen Display

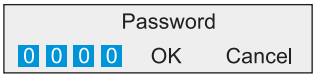
Setup menu continued

Password

Entry to the password protected area is available to authorised service personel only.

- Press ▲ and ▼ to select **Password**.

  Press ➤ to open the **Password** control box.



- Press ▲ and ▼ to select each digit in turn.

  Press ◄ and ➤ to adjust the digit from:

  0 to 9

  then move to the next digit.

  Use ◄ and ➤ to select from

  OK
  Cancel

  Press (OK) to enter the password controlled area, or to exit without applying the password.

Notes

Setup menu continued

Communication

- Press ▲ and ▼ to select **Comunication**.

  Press ➤ to open the **Comunication** submenu.

Input	COMMUNICATION
Picture	Projector Address ▶
Geometry	
Colour	
Setup	
Information	

Projector Address

- Press ➤ to open the **Projector address** control box.

Projector Address		
00	Apply	Cancel

- Press ▲ and ▼ to select the address setting.

  Press ◀ and ➤ to adjust the address from:

  00 to 99

  Use ◀ and ➤ to select from

  Apply
  Cancel

  Press (OK) to apply the new Projector Address to exit without making the change.

Notes

Setup Menu
Comunication

When fresh batteries are inserted in the remote control, it will default to address **00**. *Remote control* **00** *is a* **master** *control, able to control all projectors.*

First use the **Communication menu** *to set the address of each projector, then change the address of each remote control to match.*

If two or more projectors are set to the same address, they can be controlled from one remote control, provided they are connected by cable or in range of the infra red.

Setup menu continued

Network

- Press ▲ and ▼ to select **Network**.

  Press ➤ to open the **Network** submenu.

Input	NETWORK	
Picture	LAN MAC Address	00-00-00-00-00-00
Geometry	Connection	Wired ▶
Colour	DHCP	On ▶
Setup	LAN IP Address	000 000 000 000 ▶
Information	LAN Subnet	000 000 000 000 ▶
	LAN Gateway	000 000 000 000 ▶
	Wifi	Ad Hoc ▶
	Channel	0 ▶
	SSID	0 ▶

LAN MAC Address

- Projector's unique ID - for information only - cannot be changed.

Connection

- Press ▲ and ▼ to select **Connection**

  Press ➤ to open the **Connection** control box.

Connection	
Wired	Wireless

Press ◀ and ➤ to select from:

Wired
Wireless

Press OK to apply the new Connection setting.

Notes

Setup Menu
Network

Some items may be greyed out or not editable, due to the effect of other settings made in the Network submenu.

For example, if a **Wired Connection** *is selected:*

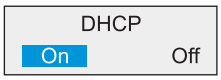
Wifi, Channel and SSID will be unavailable.

Setup menu, Network continued

DHCP

- Press ▲ and ▼ to select **DHCP**

  Press ➤ to open the **DHCP** control box.



  Press ◀ and ➤ to select from:

  On
  Off

  Press (OK) to apply the new DHCP setting.

LAN IP Address

- Press ▲ and ▼ to select **LAN IP Address**

  Press ➤ to open the **LAN IP Address** control box.

  Use ◀ and ➤ to select each number in turn.

  Use ▲ and ▼ to adjust the number

  then move to the next number.

  Use ◀ and ➤ to select from

  Apply
  Cancel

  Press (OK) to apply the new LAN IP Address, or to exit without making the change.

Notes

LAN IP Address *cannot be changed if* **DHCP** *is set to* **ON**.

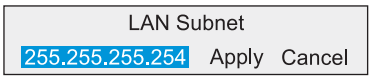
DHCP will set the the address, which will be displayed for information only.

Setup menu, Network continued

LAN Subnet Mask

- Press ▲ and ▼ to select **LAN Subnet**

  Press ➤ to open the **LAN Subnet** control box.



  Press ◄ and ➤ to select from:

  Automatic

  or one of the following:

  Class C Masks
  255.255.255.254
  255.255.255.252
  255.255.255.248
  255.255.255.240
  255.255.255.224
  255.255.255.192
  255.255.255.128
  255.255.255.0 *(selected when setting is* **Automatic** *and IP class is C)*

  Class B Masks
  255.255.254.0
  255.255.252.0
  255.255.248.0
  255.255.240.0
  255.255.224.0
  255.255.192.0
  255.255.128.0
  255.255.0.0 *(selected when setting is* **Automatic** *and IP class is B)*

  Class A Masks
  255.254.0.0
  255.252.0.0
  255.248.0.0
  255.240.0.0
  255.224.0.0
  255.192.0.0
  255.128.0.0
  255.0.0.0 *(selected when setting is* **Automatic** *and IP class is A)*

  Use ◄ and ➤ to select from

  Apply
  Cancel

  Press (OK) to apply the new LAN Subnet Mask, or to exit without making the change.

Notes

LAN IP Subnet *cannot be changed if* **DHCP** *is set to* **ON**.

DHCP will set the the subnet mask, which will be displayed for information only.

Setup menu, Network continued

LAN Gateway Mask

- Press ▲ and ▼ to select **LAN Gateway**

  Press ➤ to open the **LAN IP Address** control box.

  Use ◄ and ➤ to select each number in turn.

  Use ▲ and ▼ to adjust the number

  then move to the next number.

  Use ◄ and ➤ to select from

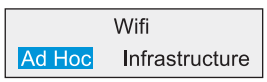
  Apply
  Cancel

  Press (OK) to apply the new LAN Gateway Mask, or to exit without making the change.

Wifi

- Press ▲ and ▼ to select **Wifi.**

  Press ➤ to open the **Wifi** control box.



  Press ◄ and ➤ to select from:

  Ad Hoc
  Infrastructure

  Press (OK) to apply the new Wifi setting.

Notes

☞ **LAN IP Gateway** *cannot be changed if* **DHCP** *is set to* **ON**.

DHCP will set the the gateway mask, which will be displayed for information only.

☞ *The* **Wifi** *setting is not available if* **Connection** *is set to* **Wired**.

Setup menu, Network continued

Channel

- Press ▲ and ▼ to select **Channel.**

  Press ➤ to open the **Channel** control box.

  Press ◄ and ➤ to select the channel number.

  Use ▲ and ▼ to adjust the channel number from:

  0 to 14

  Use ◄ and ➤ to select from

  Apply
  Cancel

  Press (OK) to apply the new Channel number, or to exit without making the change.

SSID

- Press ▲ and ▼ to select **SSID.**

  Press ➤ to open the **SSID** control box.

  Press ◄ and ➤ to select from:

  to be confirmed

Notes

The **Channel** *setting is not available if* **Connection** *is set to* **Wired**.

The **SSID** *setting is not available if* **Connection** *is set to* **Wired**.

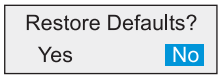
Setup menu, continued

Restore Defaults

- Press ▲ and ▼ to select **Restore Defaults**.

  Press ➤.

  The following message will be displayed.



  Press ◀ and ➤ to select from:

  No
  Yes

  Press OK to confirm your that you really wish to restore all default settings, or to exit without making the change.

- All settings will be restored to factory defaults.

Notes

Restore Defaults will restore all settings to factory defaults.

If you are not sure this is what you want to do, then either:

make a record of all settings first

or

select **No**, then press OK.

Information menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until **Information** is highlighted.
  Press ➤ to open the **Information** menu. The blue highlight moves to the first item in the menu.

Input	Projector ▷
Picture	Source ▶
Geometry	Digital Projection ▶
Colour	
Setup	
Information	

Projector Information

- Press ▲ and ▼ to select **Projector Information**.

  Press ➤ to open the **Projector Information** submenu.

Input	PROJECTOR INFORMATION
Picture	Power On Time 0011h:55m
Geometry	Lamp 1 Time 0005h:11m Strikes 25
Colour	Lamp 2 Time 0012h:43m Strikes 36
Setup	Electronics Version H
Information	Software Version revh 15+ dev 28 Mar 2006
	Projector Address 00

Source Information

- Press ▲ and ▼ to select **Source Information**.

  Press ➤ to open the **Source Information** submenu.

Input	SOURCE INFORMATION
Picture	Mode HTV 7225
Geometry	Mode #2 ATV7225
Colour	Frequency V: 50Hz H: 15625KHz
Setup	
Information	

Notes

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Information Menu

Information Menu
Projector Information

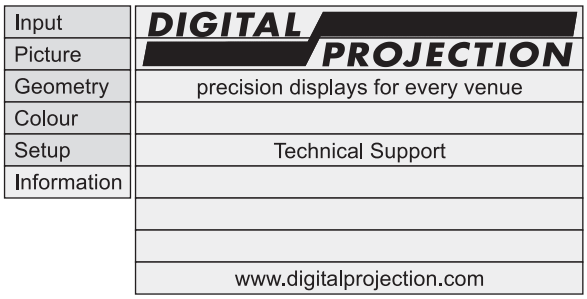
Information Menu
Source Information

Information menu continued

Digital Projection Contact Information

- Press ▲ and ▼ to select **Digital Projection**.

  Press ➤ to see the **DP Contact Information** screen.



Notes

When using the menus, press **OSD** (OFF) *or* (ON) *to hide or reveal the On-Screen-Display.*

Information Menu
DP Contact Information

5. Userware

Contents

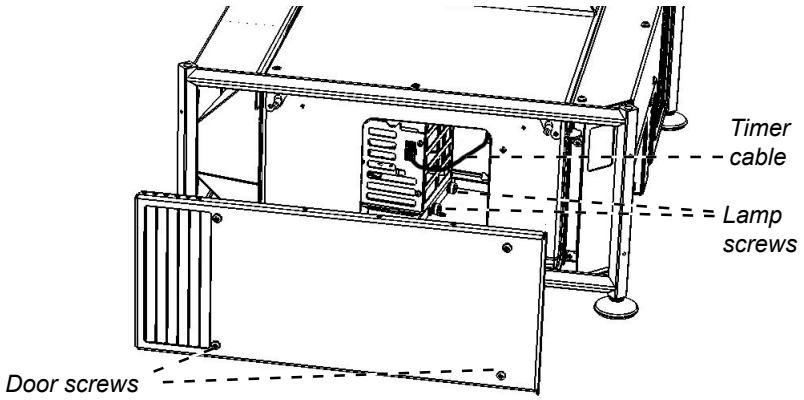
6. Maintenance

Contents

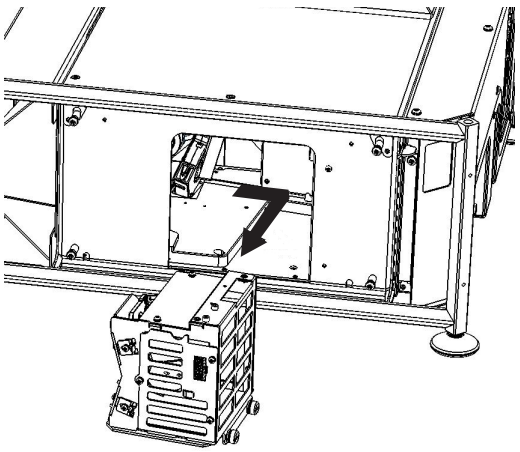
Changing the lamp 6.2
Changing the air filter 6.3
Cleaning 6.4
- **Projector 6.4**
- **Lens 6.4**
- **Lamp module 6.4**

Changing the lamp

- Turn the power OFF and allow the lamp to cool for 5 minutes.
- Unscrew the four door screws, and detach the rear door - the door is tethered, so cannot be removed completely.



- Disconnect the timer cable from the lamp module.
- Loosen the two captive finger screws securing the lamp module.
- Pull the lamp module to the right, then to the rear to remove it from the projector.



- Insert a new lamp module, manoeuvreing it carefully so that the plug on the top of the module mates properly with the socket in the roof of the cabinet.
- Tighten the two lamp fixing screws.
- Reconnect the timer cable.
- Re-fit the rear door, making sure that the door tether is not trapped, and tighten the four screws.

Notes

Always allow the lamp to cool for 5 minutes before:

- disconnecting the power
- moving the projector
- changing the lamp

There are no user-serviceable parts inside the lamp module. The whole module should be replaced.

Typical lamp life is 1500 hours. At the end of life, the lamp will not strike, and the Lamp Indicator on the control panel will show red.

Do not use the lamp for more than 1500 hours, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

Take care not to touch the glass surface of the lamp module. If you do accidentally touch the glass, it should be cleaned before use.

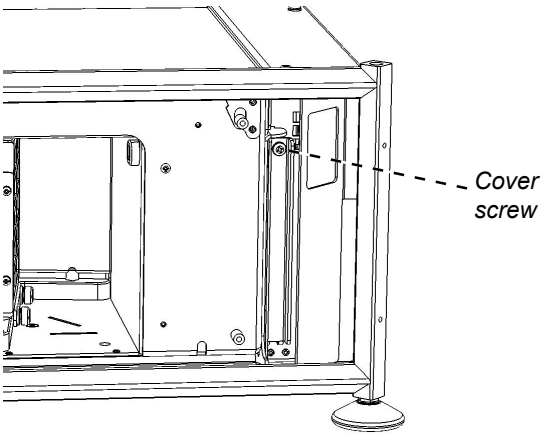
HID lamps produce high intensity light. Do not look directly at the light coming from the lamp housing or the lens.

The filter should be changed at the same time as the lamp is changed - see next page.

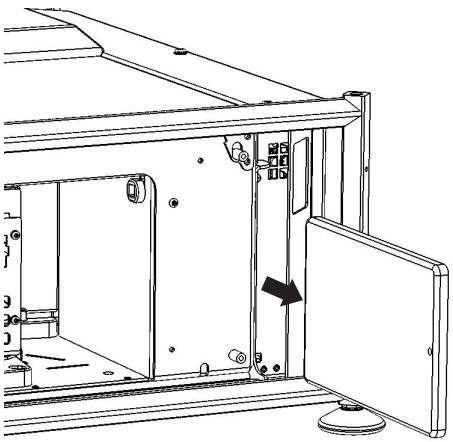
The lamp cannot be operated until the door is fully in position.

Changing the air filter

- Turn the power OFF and allow the lamp to cool for 5 minutes.
- Unscrew the four door screws, and remove the rear door.
- Loosen the screw at the top of the air filter cover, and remove the cover.



- Pull out the air filter.



- Fit a new air filter.
- Replace the air filter cover and tighten the screw.
- Re-fit the rear door, making sure that the door tether is not trapped, and tighten the four screws.

Notes

Always allow the lamp to cool for 5 minutes before:

- disconnecting the power
- moving the projector
- changing the lamp

The air filter should be changed regularly:

- In a clean environment such as an office, change after 1500 hours, at the same time as the lamp is changed.

- In a dusty or smoky environment such as a theatre or public area, more frequent changes may be necessary.

The lamp cannot be operated until the door is fully in position.

Cleaning

Turn the projector off before cleaning.

Projector

Clean the cabinet periodically with a damp cloth. If heavily soiled, use a mild detergent.

Lens

Use a blower or lens paper to clean the lens, taking care not to scratch the glass.

Lamp module

Use a blower or lens paper to clean ONLY the glass window, taking care not to scratch the glass.

Notes

Never use strong detergents or solvents such as alcohol or thinners to clean the projector and lens.

NEVER touch the lamp or reflector.

7. Appendix

Contents

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Dimensions **7.14**

Troubleshooting

Problem	*Possible solutions*
The projector will not power up.	Check that the mains plug is plugged in and that the mains supply is switched on. Check any external fuses or breakers.
The projector shuts down after it has been in use for some time.	The projector may be overheating. Check that the air inlets and outlets are clear of any obstruction. Check that the air filter is clean, and if it is dirty, fit a new one. See **Section 1. Introduction, Getting to know the projector**
No image is displayed.	Check the lamp indicators on the control panel. If both indicators are red, then both lamps are faulty. See **Section 5. Maintenance, Changing the lamp** Check that the input source is switched on and connected to the projector correctly. Check that the correct image source is selected. See **Section 4. Controlling the projector, Using the control keys and Input menu** Check that the brightness and contrast settings are set correctly. See **Section 4. Controlling the projector, Picture menu** The projector may be overheating. Check that the air inlets and outlets are clear of any obstruction. Check that the air filter is clean, and if it is dirty, fit a new one.
The image does not fit the screen correctly.	Check that the correct lens is being used for the combination of screen size and projection distance, and that the zoom is adjusted correctly. See **Section 2. Installation, Choosing a lens** Check the image size settings. See **Section 4. Controlling the projector, Picture or Geometry menus**
Poor colour depth reproduction.	Colour depth is 8 bits minimum.
Uneven image quality.	Check that the projector is parallel to the screen. Check that the screen is flat, and securely mounted.

Problem	*Possible solutions*
Projector does not respond to control commands from a computer.	Check that the LAN or serial cable is connected correctly. See **this section 6. Appendix, Connections** If using a LAN, check that the address setting is made correctly. See **Section 4. Controlling the projector, Network menu** If using a serial cable, check that the baud rate is set correctly. See **this section 6. Appendix, Connections** Check that the correct control codes are being used. See **Serial communications protocol** (available from Digital Projection)
Projector does not respond to control commands from the remote control.	If you are using a cable, check that the cable is connected properly at both ends, that the cable is not damaged and that the cable is no longer than 50m (150ft). If you are not using a cable, check that the infra red windows at the front and rear of the projector are not obstructed. Check that theaddress setting on the remote control is set either to zero, or to the same as the projector. See **Section 4. Controlling the projector, Communication menu**
	In the event that this troubleshooting guide has not solved the problem, then contact your Digital Projection dealer or service centre.

Specifications

Part numbers

Projector	105-925
Power cable 10A, Europe	102-163
Power cable 13A, North America	102-165
Power cable 10A, United Kingdom	102-180
Remote control	105-023
4x AAA batteries	105-922
Remote cable 5m	102-162
User manual	105-923
Important Information	105-924

Replacement parts

Lamp module	001-742
Air filter	102-064

Lenses

0.73 : 1 fixed lens	105-607
1.2 : 1 (3 - 15m) fixed lens	105-608
1.2 : 1 (1.2 - 2.0m) fixed lens	105-609
1.5 - 2.02 : 1 zoom lens	105-610
2.02 - 2.77 : 1 zoom lens	105-611
2.77 - 4.51 : 1 zoom lens	105-612
4.51 - 7.53 : 1 zoom lens	105-613

Optical

Digital Light Processor	3 x 0.94” Texas Instruments DMD™, resolution 1400 x 1050 pixels
Lamp power	2 x 250W
Lamp life (typical)	1500 hours in dual lamp mode, 3000 in single lamp mode
Brightness	6000 Center lumens, 5500 ANSI lumens (±10%) in dual lamp mode
Colour temperature	Native: 7500°K (±1000°K), White balance adjustment: 3000°K - 10000°K
Contrast Ratio	1600:1 full field (±10%)
Pixel fill factor	87%

Electrical

Inputs	RGB1, RGB2, DVI, SDI, Composite Video, S-Video, Component
Pixel clock	up to 165MHz
Control inputs	1 x LAN
	1 x wifi LAN
	1 x RS232 serial: 19200 baud, 8 bits, 1 stop bit, no parity
	1 x remote control
Mains voltage	100-230 VAC ±10%, 48-62Hz (single phase)
Power consumption	1000 W
International Regulations	Meets FCC Class B requirements Meets EMC Directives (EN 50081-1, EN 50082-1, EN 55022) MeetsLow Voltage Directive (EN60950)
Indicators	Power, Shutter, Error, IR, Lamp 1, Lamp 2

Physical

Operating Temperature	0 to 40°C
Storage Temperature	-10 to 50°C
Thermal Dissipation	2600 BTU
Operating Humidity	20% to 80% non-condensing
Weight	approximately 25 kg (55 lbs)

FCC WIFI ID
R68WIPORT

Lens Data

	105-607	**105-608**	**105-609**	**105-610**
throw ratio	**0.73 : 1 fixed**	**1.2 : 1 fixed**	**1.2 : 1 fixed**	**1.5 - 2.02 : 1 zoom**
full DMD image width	1.5m - 4.4m	2.5 - 12.4m	1 - 1.7m	2 - 16m
	(4.9 - 13.4ft)	(8.1 - 40.6ft)	(3.3 - 5.4ft)	(6.6 - 52.5ft)
throw distance	1.1m - 3.2m	3 - 15m	1.2 - 2m	4 - 24m
	(3.6 - 10.5ft)	(9.8 - 49ft)	(3.9 - 6.6ft)	(13 - 79ft)
*lens shift vertical**	± 120	± 525	± 525	± 525
(vs DMD height)	± 0.11H	± 0.5H	± 0.5H	± 0.5H
*lens shift horizontal**	± 95	± 450	± 450	± 450
(vs DMD width)	± 0.068W	± 0.32W	± 0.32W	± 0.32W
Aperture	F/2.5	F/2.5	F/2.5	F/2.5
Max object field size		to be confirmed		
Effective focal length		to be confirmed		
Distortion		to be confirmed		
Transmission		to be confirmed		

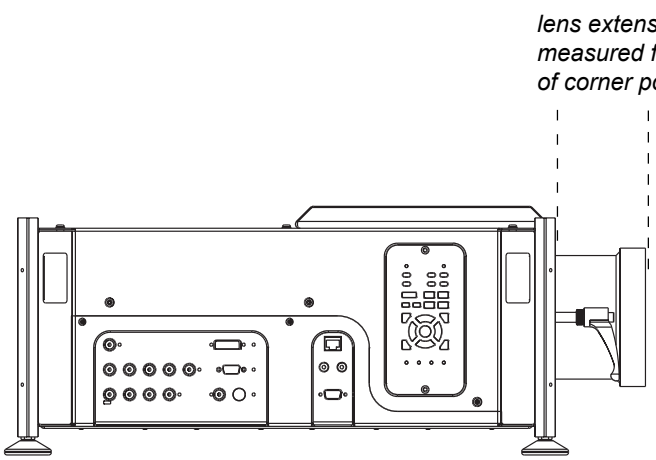
Mechanical

*Lens extension***	204mm	268mm	268mm	194mm
	(8.0in)	(10.6in)	(10.6in)	(7.6in)
Length	361mm	422.1mm	422.1mm	345mm
	(14.2in)	(16.6in)	(16.6in)	(13.6in)
Maximum diameter	163mm	169mm	169mm	139mm
	(6.42in)	(6.65in)	(6.65in)	(5.47in)

* Actual available lens shift is subject to limitations of the lens mount and is reduced when the lens is to be shifted in two directions combined (see ***Shifting the image***, in ***Section 2. Installation***).

** Lens extension is the distance from the outer end of the lens to the front of the projector. It is measured when the lens is focussed at infinity and fully extended. At other focus settings, the extension could be up to 10mm less.

It is important for calculating throw distance accurately (see ***Useful lens calculations***, in ***Section 2. Installation***).



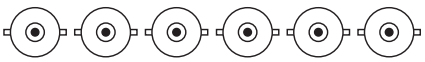
	105-611	**105-612**	**105-613**
throw ratio	**2.02 - 2.77 : 1 zoom**	**2.77 - 4.51 : 1 zoom**	**4.51 - 7.53 : 1 zoom**
full DMD image width	1.4 - 11.9m	2 - 16.3m	1.7 - 17.7m
	(4.7 - 39ft)	(6.6 - 53.3ft)	(5.6 - 58.2ft)
throw distance	4 - 24m	9.1m - 45m	12 - 80m
	(13 - 79ft)	(30 - 148ft)	(39 - 263ft)
*lens shift vertical**	± 525	± 525	± 525
(vs DMD height)	± 0.5H	± 0.5H	± 0.5H
*lens shift horizontal**	± 450	± 450	± 450
(vs DMD width)	± 0.32W	± 0.32W	± 0.32W
Aperture	F/2.5	F/2.5	F/2.5
Max object field size		to be confirmed	
Effective focal length		to be confirmed	
Distortion		to be confirmed	
Transmission		to be confirmed	

Mechanical

*Lens extension***	159mm	152mm	118mm
	(6.2in)	(6.0in)	(4.7in)
Length	311mm	304mm	271mm
	(12.24in)	(11.97in)	(10.67in)
Maximum diameter	139mm	139mm	139mm
	(5.47in)	(5.47in)	(5.47in)

Connections

1. RGB1 input



5 x 75 ohm BNC

R / Cr

G / Y

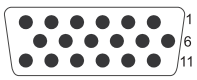
B / Cb

H / HV

V

2. RGB2 input

15 way D-type connector



pin view of female connector

1	R
2	G
3	B
4	unused
5	Digital Ground
6	R Ground
7	B Ground
8	G Ground
9	N/C
10	Digital Ground
11	unused
12	unused
13	H Sync
14	V Sync
15	unused

Notes

If using a signal source with a combined sync (SYNC) output, connect this to the H/V terminal.

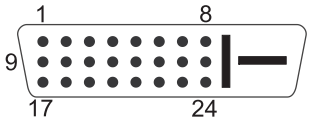
When using luminance and color-difference signals of HDTV and DVD, connect:

- Pr/Cr to R

- Y to G

- Pb/Cb to B

3. DVI-D input



pin view of female connector

24 way D-type connector

1	TMDS Data 2-
2	TMDS Data 2+
3	TMDS Data 2/4 Shield
4	TMDS Data 4-
5	TMDS Data 4+
6	DDC Clock
7	DDC Data
8	unused
9	TMDS Data 1-
10	TMDS Data 1+
11	TMDS Data 1/3 Shield
12	TMDS Data 3-
13	TMDS Data 3+
14	+5 V Power
15	Ground
16	Hot Plug Detect*
17	TMDS Data 0-
18	TMDS Data 0+
19	TMDS Data 0+
20	TMDS Data 0/5 Shield
21	TMDS Data 5 -
22	TMDS Data 5+
23	TMDS Clock Shield
24	TMDS Clock+

* Hot plug detect (HPD) is fully DVI compliant. DVI sources detect the presence of a display device by providing +5V on pin 14 and looking for +5V on pin 16. Whenever the projector is operational, and 5V is present on pin 14, pin 16 will be held at +5V.

EDID is available even when the projector is switched off.

Operational means that the projector is powered up. Non operational states are powered down and some self test and reprogramming modes.

Notes

4. SDI input

1 x 75 ohm BNC

SMPTE 292 / HD-SDI signals are very high speed digital signals which require better quality coaxial cable than conventional analogue video. The data rate is 1.5 Gigabits per second.

In choosing cable length and connectors for any installation the frequency response loss in decibels should be proportional to 1√f, from 1MHz, to 1.5GHz. The following or similar cable specification should be used to ensure fault free communication between source and projector.

Belden 8281 cable or equivalent

5. Composite video input

1 x 75 ohm BNC

PAL or NTSC video

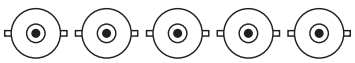
6. S-Video input

4 pin mini-DIN

pin view of female connector

1 L Ground
2 C Ground
3 Lumunance (Y)
4 Chrominance (C)

7. Component video input



4 x 75 ohm BNC

R / Cr

G / Y

B / Cb

S

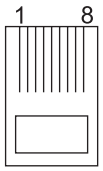
Notes

LAN connection

10BaseT Unshielded Twisted Pair cable

The standard wire colours as as follows:

1	White / Orange stripe
2	Orange
3	White / Green stripe
4	Blue
5	White / Blue stripe
6	Green
7	White / Brown stripe
8	Brown



top view of cable connector (clip is underneath)

Crossed cable

(used to connect directly to a computer with no hub or network.)
(Note that only the green and blue pairs are crossed)

1	White / Orange stripe	White / Green stripe	1
2	Orange	Green	2
3	White / Green stripe	White / Orange stripe	3
4	Blue	Blue	4
5	White / Blue stripe	White / Blue stripe	5
6	Green	Orange	6
7	White / Brown stripe	White / Brown stripe	7
8	Brown	Brown	8

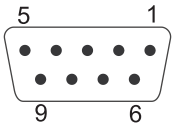
Notes

Use:

- *a straight cable to connect to a hub or network, or*
- *a crossed cable as shown here to connect ONLY to a computer directly.*

Serial control input

1	unused
2	Received Data
3	Transmitted Data
4	Data Terminal Ready
5	Signal Ground
6	Data Set Ready
7	Request To Send
8	Clear To Send
9	unused at present



pin view of female connector

Null-modem cable

(used to connect the projector to a computer)

RD	2	---	3	TD
TD	3	---	2	RD
DTR	4	---	6	DSR
GND	5	---	5	GND
DSR	6	---	4	DTR
RTS	7	---	8	CTS
CTS	8	---	7	RTS

Modem settings

- Baud rate 19,200 bps
- Data length 8 bits
- Stop bits one
- Parity none
- Handshaking Full duplex RTS/CTS
  Xon/Xoff not supported

Notes

The projector is a DTE, so use:

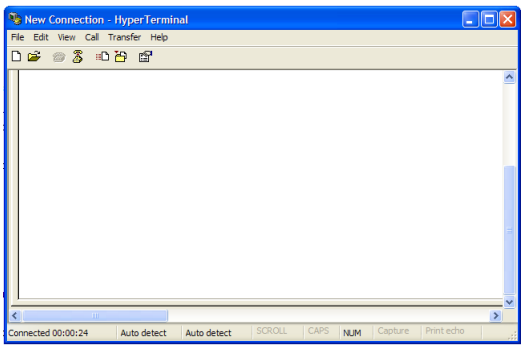
- *a straight cable to connect to a modem, or*
- *a null-modem cable as shown here to connect to another DTE such as a computer.*

Using Windows Hyperterminal to connect to the projector

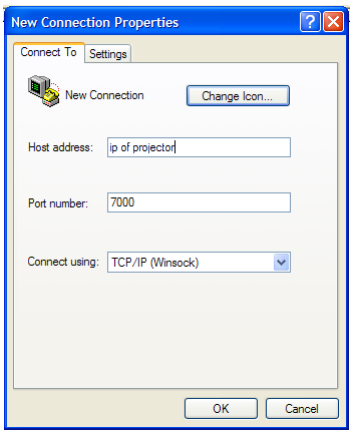
Many features of the projector can be controlled remotely by sending ascii character strings to the serial control input, or via a LAN, using the protocol and syntax described in the following pages.

If you are using a PC running Windows 95, 98, Me, NT, 2000 or XP, you can send the control codes using Windows Hyperterminal. This can usually be found in:

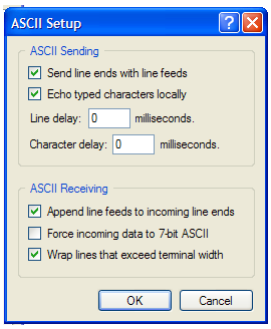
Start → All Programs → Accessories → Communications → Hyperterminal:



In File → Properties, set the connection either to your serial link or LAN connection. For a serial connection, use the settings detailed on the previous page. For a LAN connection, connect to the server using port number 7000.



In File → Properties → Settings → Ascii Setup, set the sending and receiving characters as shown below:



Commands can be sent to the projector simply by typing in the Hyperterminal window. Replies will also be seen in the window.

Notes

Dimensions

to be confirmed